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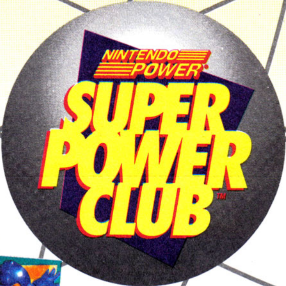
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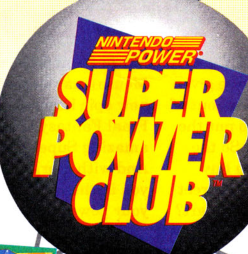
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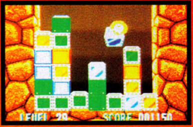
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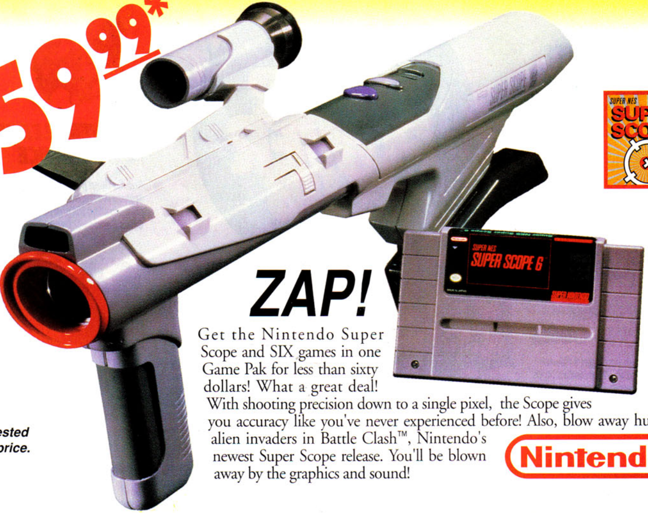
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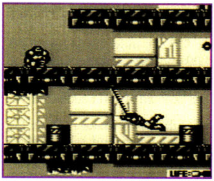

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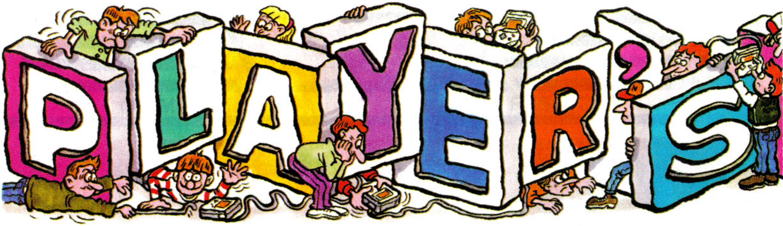

WELL, IT LOOKS LIKE A BUNCH OF YOU GOT ONE! When we asked you to tell us how you acquired your Super NES we didn't expect the creative responses you sent in. Stay with it, fans. Your ingenuity will usually get you what you want. Here are a few ideas from creative, enterprising fans.

My moneymaking idea is simple. I'll sell my braces back to the orthodontist! Then I could buy all my friends and relatives a Super NES!

Carla Barnes of Elba, AL:

Have you called them yet to see if they have a recycling program?

I earned money to buy the Game Boy system by cutting grass when I was 12. At 13, I babysat to get the Super NES and it didn't take as long. Now I want to be able to get the CD-ROM accessory. I'll probably see if my Science teacher and I can work on inventing a MONEY TREE!

Marvin Hood of Baltimore, MD:

I housesit for people when they're on vacation, babysit and clean. Yuck!

Kyle Curry of Decatur, IL:

I worked hard at school all year and earned an average of 86%. Because of this high percentage, I didn't have to take final exams, so I sold my notes for cash. Of course I didn't get ALL of my Super NES money from my notes. I also work part time at a nearby hardware store. My notes helped a lot, though!

Andre Lavergne of Saint Pierre, MB:

My brother and I recycle newspapers and soda cans. We already have $50.00 and a garbage can full of cans!

Chris Rickert of Byron, CA:

I'm only 12, but I'm working with my dad at the University of Montevallo, helping college students who don't know how to use computers. I work for $1.00. Last year I was able to get the Game Boy with my earnings. This year it will be the Super NES. I plan to do this every year or get a higher-paying job!

Mikey Garza of Montevallo, AL:

I managed to get a well-paying paper route. The first thing I bought with my money was a good pair of roller blades so I could go twice as fast and have fun, too. Now I have the Super NES. It worked for me, it should work for you, too!

Rob Kent of Nepean, ON:

I paint people's rooms for $25.00, mow lawns for $4.00, wash and wax cars for $5.00 and recycle aluminum cans in my spare time, after doing homework.

Michael Bellhorn of Fort Lauderdale, FL:

I think this would be a good way to make money: Go around and knock on people's doors and ask for spare change. You could say, "Do you have any extra money that I could borrow to use to buy a Nintendo game, please, please, PLEASE!!"

Nick Fulton of Silver Spring, MD:

Please note that the opinions and ideas sent in by readers are not necessarily the ones we at Nintendo Power have. It was a unique entry, though, Nick!

Has your group had their fun today? Nintendo Fun Clubs and gaming clubs are active across the country. We want to hear from you! What's your club been up to lately?

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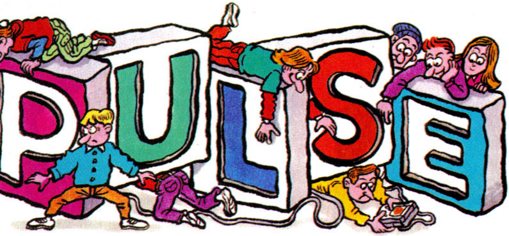
Trade cards with your friends to come up with this winning combination of cards and send them in to win a top Super NES Game Pak! Winners please allow 4-6 weeks for Game Pak delivery. See Trading Card page for further detailed information and official rules.

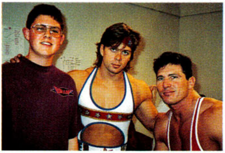


AMERICAN GLADIATORS CONTEST WINNER

AMERICAN GLADIATORS

Brian Grant, from Batavia, Ohio, was the Grand Prize winner in our Player's Poll Contest from last September. Brian's parents, Tim and Kathy and friend Terry Taylor, accompanied him on the four-day trip to the Los Angeles area. The group witnessed a live taping of the American Gladiators and Brian met the Gladiators backstage. It was interesting to see how a television program is taped. A great amount of preparation goes into just a small amount of actual film footage. Disneyland, Universal Studios and the Hard Rock Cafe were other major sightseeing stops on the excursion.

Brian got the chance to meet Zap. She was the audience's favorite Gladiator.



Brian, Viper and Laser...hangin' out backstage between the Gladiator events.

EDITOR'S CORNER

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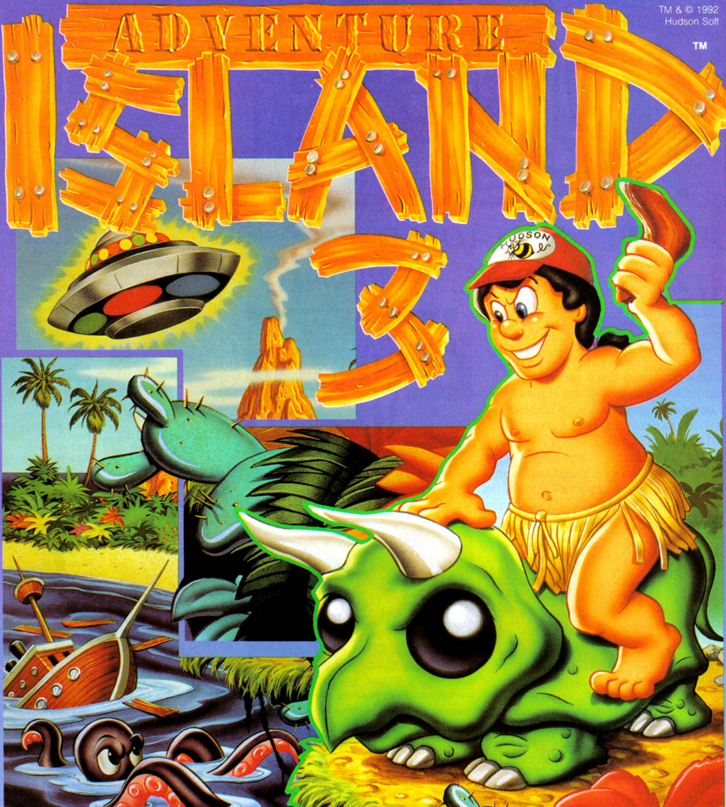
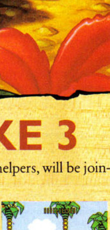


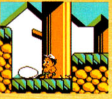
ADVENTURE ISLAND: TAKE 3

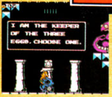
Seems Master Higgins has absolutely no luck keeping his girlfriend safe. Hudson's third NES installment of Adventure Island sees his island sweetheart getting beamed up into an invading alien spacecraft. Master Higgins just cannot believe it! When is he ever going to get a break? The island realm has transformed since Master Higgins had his last adventure, but it's actually not too much different from what he's seen in previous rescue missions. A new friend, a Green Camptosaurus, as well as the four other prehistoric helpers, will be joining the island hero this time around.



TRUSTY ISLAND FRIENDS

Five Dinosaurs, two weapons and one special Item will help Higgins on his tumultuous journey. One great thing about the Item screen is that when you decide to Continue a game that has ended, you carry over all of the Dinosaurs and Items which you had accumulated in the previous game. This comes in very handy because it's difficult to build up enough Items to get you through every stage.





I AM THE KEEPER OF THE THREE EGGS. CHOOSE ONE.

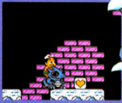
To call a Dino helper into action, either find a card hidden inside of an Egg or select a reserve Dinosaur from your Item screen at the beginning of the level.

RED CAMPTOSAURUS "Magma"

This is a quick Dino! Press and hold the B Button to get a boost of speed. The Red Campto can shoot powerful sparks from its mouth. It can also walk through lava for a short time.

BLUE CAMPTOSAURUS "Taylor"

The Blue Campto is fast and it shoots sparks out of its tail. Don't turn around to fire. The Campto turns around by itself to shoot.

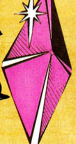


HAMMER

The basic weapon. Higgins can fire off two Hammers at the same time, but they're not very powerful.

BOOMERANG

It's not a big deal that the Boomerang returns. Higgins can only throw one at a time. It's powerful, though.



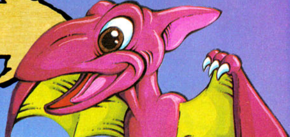
POWER CRYSTAL

The power of the Crystal allows Master Higgins to take one hit without any damage.

ELASMOSAURUS "Classie"

Slow on the ground, but extremely fast underwater. If you know you're coming to an underwater stage, choose the Elasmosaurus.

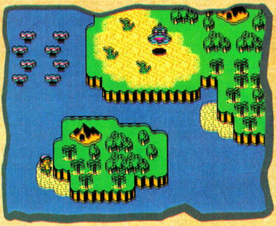
PTERANODON "Don-Don"



If you need a lift, and you want to get there quickly, call upon the Pteranodon. It'll fly you where you need to go. Remember to watch your time meter, though.

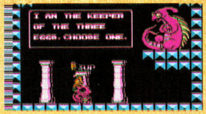
TRIPETAURUS "Pokey"

The newest addition to the Dino tribe, this green friend is fairly swift of foot. He can quickly roll into a spinning ball to destroy various enemies and obstacles.



STAGE I

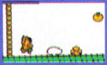
Stage 1 will take Master Higgins from the sandy beaches of Coastal Clash to the barren wasteland of The Desolation. As with every stage in Adventure Island 3, a wide variety of settings will appear. Various types of Bonus areas can be found in each level. By entering them, Higgins can earn valuable prizes.



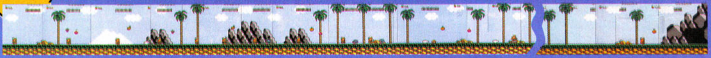
I AM THE KEEPER OF THE THREE EGGS. CHOOSE ONE.

1-1

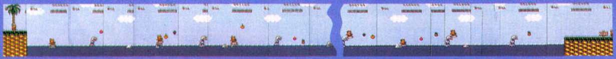
Starting off with an easy one, Master Higgins proceeds once again! Coastal Clash isn't much of a clash at all. There aren't many enemies to deal with. Throw the Hammer to search for hidden Eggs.



Hidden Eggs are the key which lets Higgins into the secret areas.

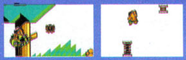


Riding the Surfboard can be very tricky at first. Only surfers who practice will excel at the athletic art.

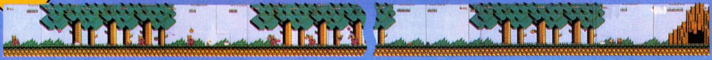


1-3

In the first half of the Oak Forest, Honey Girl will provide the power of invincibility. Pokey will also show up to give Higgins a lift if he breaks open the correct Egg.

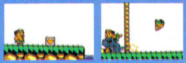


There is a hidden Egg near the end of the level which will take Master Higgins to a Bonus level.

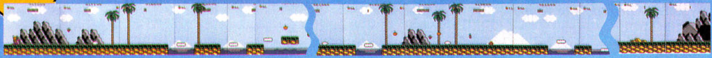


1-5

A second, more challenging Coastal Clash will face Higgins in the fifth level of Stage 1. A helpful Blue Campto will be hiding out in a visible Egg midway through the level.



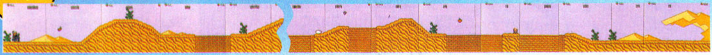
Smack! The blast from the Blue Campto's tail will take out enemies which a Hammer can't.



1-6

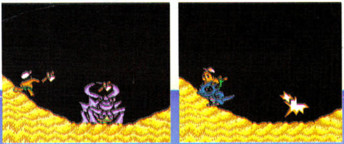
The Desolation features some barren terrain and some fairly swift enemies. There is a hidden Egg at the top of the second hill. Jump straight up while standing at the top to find it.

The Keeper of the Three Eggs will allow Master Higgins to select one of his Eggs and keep its contents. No charge!

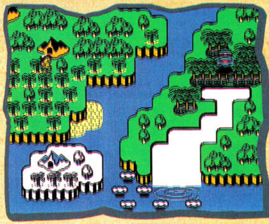


SAND DEVIL

If you don't have a weapon when you enter the lair of this boss, don't worry, there will be a Hammer waiting for Higgins. Run up the left slope and fire off a couple of shots at the creature as you slide down. Repeat as necessary and avoid the fireballs.



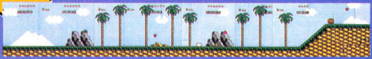
STAGE 2

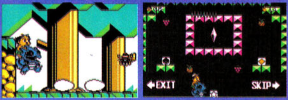


Lush jungle regions dominate Stage 2. However, a remote island to the southwest appears to be snowed under. How unusual! One of the largest waterfalls known to mankind will be encountered in Stage 2. Its cascading torrents may be too much for the loin-clothed island hero. To the south, Higgins will be lost in the mist. The cloud cover of Misty Haze appears threatening, but Higgins isn't fazed . . . he must push on!

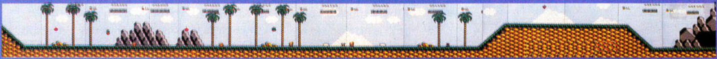
2-2

Here we go with the Coastal Clash again! Higgins is already very familiar with these types of surroundings. Interference from enemies will be minimal.



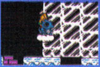


Finding and activating the secret Egg just before the Spring will take Higgins to a Bonus room. Pick up all of the Fruit and Items.

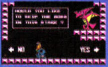


2-3

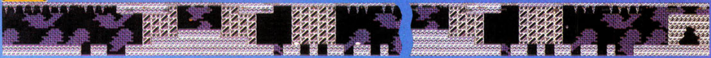
An Ice Cave in a tropical area? Is it true? 'Fraid so. Higgins has to use caution and control to handle the slippery surfaces here. Jump and turn to change directions.



Find a Key—catch a cloud. It's the phrase that pays.

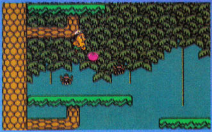


Higgins has the opportunity to skip the boss in Stage 2.



2-6

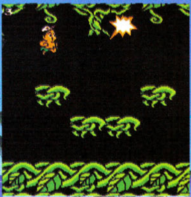
The Lost Woods. Sounds familiar. Since this game is mostly left-to-right oriented, Higgins knows that he should proceed to the right. Don't worry about trying to jump to the upper ledges until the end of the level. The exit is elevated.

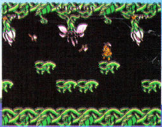


The Spiders shouldn't give Higgins too much trouble. Some move up and down and some of them don't. There may be hidden Eggs in places such as this.

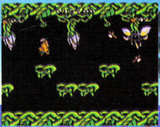
BUDDING BEHEMOTH

This triple-headed boss is actually very peaceful looking . . . until it attacks! Alternately, each bud will open and spit out a bunch of poisonous leaves. Stay away from the open bud and toss a Hammer or Boomerang at it.





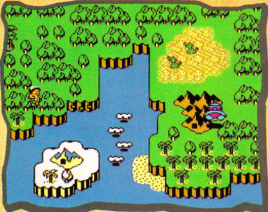
The bud in the center will open first. Higgins may be too close here.



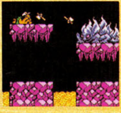
That's more like it! Get some distance on your Hammer tosses!

STAGE 3

Stage 3 looks very similar to Stage 2 with the exception of the gigantic waterfall. An icy island appears to the southwest and a large desolate desert area looms in the northeast. There are many wolves in the Oak Forest. They'll come out when Higgins passes by flowers.



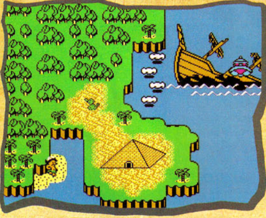
A hidden Egg near the entrance of the Ice Cave will take Higgins to a Bonus area high in the clouds. Pick up a wealth of Items and earn a bonus Power Crystal if you get every single one of them.

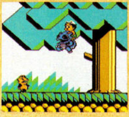


The Fire Demon at the top of the Bottomless Pit doesn't move fast, but the fireballs he spits out do. Jump them.

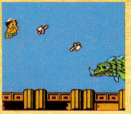
STAGE 4

Higgins starts off Stage 4 with another Coastal Clash. He's been through this type of territory so much that he's becoming a real pro at recognizing spots where enemies and hidden Eggs may appear. A giant Pyramid draws Higgins toward it. He knows that he will have to journey there in order to get to the end. Speaking of the end, a huge sunken pirate ship is the hiding place for the Stage 4 boss. A serious underwater battle awaits Higgins!

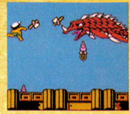




Higgins knew that when he passed the flower, the Wolf would come up from behind to attack him.



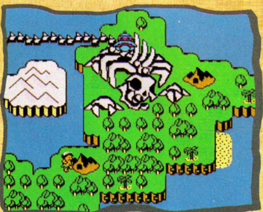
The Hammers work nicely against this bad boss. Swim to the top when he is near the bottom.

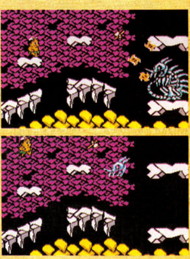


Higgins almost has him beat! He's gotta watch out for those nasty spiked Squids, though.

STAGE 5

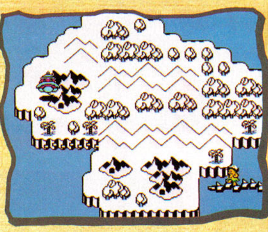
"Wow! That must have been the biggest dinosaur ever," exclaims Master Higgins as he strolls up to Stage 5. Actually, it may be an illusion planted by the alien invaders to scare him off. What they don't know, however, is that Higgins will not stop. If there's someone in need, he'll be on hand to help. Never mind the danger. The skeletal boss will move from his upper perch to a lower perch. Nail him with anything that resembles an island weapon.



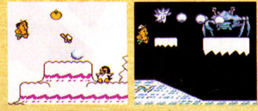


Stay back as far as possible when attacking.

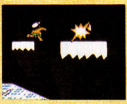
STAGE 6



Higgins thought the Ice Caves in the previous levels were cold. He hasn't seen anything yet! Stage 6 is full of icy surfaces. Use an "advance and retreat" attack pattern if an enemy appears to be in a position where Higgins won't be able to hit it with a weapon. This type of attack is also a safe bet to use against the boss at the end of Stage 6, too.

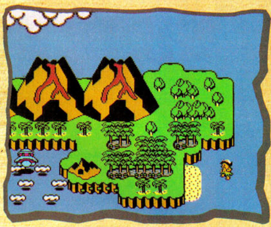


Icy enemies will be stationed in the trickiest positions possible. It may take some fancy footwork to oust them.

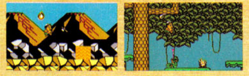


Nailed him! Goodbye, Mr. Crab! It's time to head back to sunny skies.

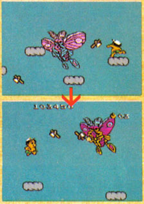
STAGE 7



"Oh, good. The weather is back to normal. It's getting warm again." Hig will start to feel the heat in Stage 7. Volcanos will begin erupting and spewing forth blasts of flame and volcanic rock. Higgins will be fried to a crisp if he comes in contact with the flames in the Fire Gorge. When Higgins reaches the Shaft of Darkness, he will be confronted with a choice. He can take the upper path or he can go down below through the watery depths.

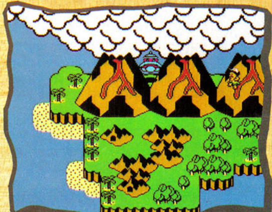


Higgins will have to do some major jumping in Stage 7. Leap to avoid the fireballs and other strategically placed enemies.

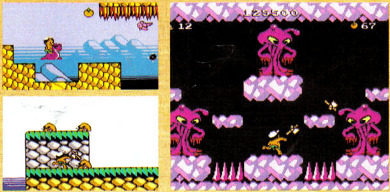


Madame Butterfly? Nope! This boss is evil. Keep Higgins jumping from cloud to cloud to avoid coming in contact with this flying beast. Fire at will.

STAGE 8



The volcanos are erupting! Higgins had better act fast so he can rescue his girlfriend and get out of there. Because of the tremendous heat, the supply of fruit is shrinking. There won't be as much time for decision making. The aliens, astonished that Higgins made it this far, will be waiting!



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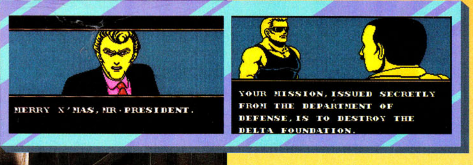
POWER BLADE 2™

NOVA'S BACK!

The Delta Foundation is trying to blackmail the government. They have created a line of near-perfect fighting cyborgs and are threatening to sell them to any foreign country willing to put up enough cash. The government isn't going to stand for this treachery. The Delta Foundation must be taken down! There's only one person who can accomplish this bold task—Special Agent Nova. After saving the Master Computer of New Earth in his first mission, Nova returned to his fighting instructors at Taito for more intensive training. Now he is much more adept at using his trusty blades. Nova has also learned to quickly slide under low obstacles and enemy fire. This one-man force is always up to new challenges. It's time to go after Delta!

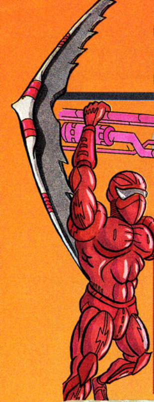


MERRY X'MAS, MR. PRESIDENT.

YOUR MISSION, ISSUED SECRETLY FROM THE DEPARTMENT OF DEFENSE, IS TO DESTROY THE DELTA FOUNDATION.

POWER SUITS

POWER BLADE 2

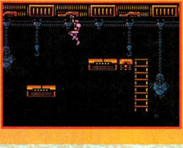


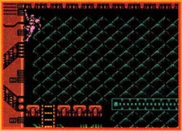
Newt Suit—Stage 1

Nova must find a special suit in each of the first four stages. He will have to defeat a Dragonwheel mini-boss to access each suit. Wearing a suit will give Nova special abilities. The Newt Suit allows Nova to cling to and move along walls and ceilings. He's much faster on foot, but he'll have to grab on and move hand over hand at times.

Suggested Usage:

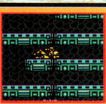
STAGE	AREA
1	05/07
1	07/07
1	Boss
2	08/08
3	01/07





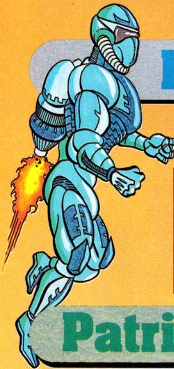
Wet Suit—Stage 2

Wearing the Wet Suit allows Nova to move very quickly underwater. If you have enough Energy in reserve, you should definitely use it!



Suggested Usage:

STAGE	AREA
2	05/08
2	Boss
4	02/07
4	03/07

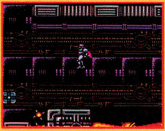


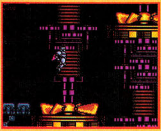
Rocket Suit—Stage 3

When Nova selects the Rocket Suit he dons a jet pack and can take to the skies! However, the skies aren't friendly. There are many enemies and obstacles there.

Suggested Usage:

STAGE	AREA
3	04/07
3	05/07
3	Boss
5	05/10



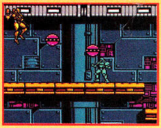


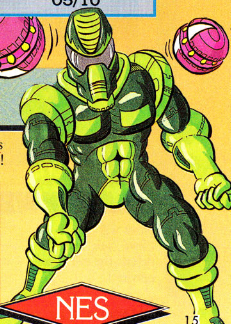
Patriot Suit—Stage 4

The Patriot Suit is an engineering masterpiece. Twin orbs circle about Nova's body and will absorb enemy fire. Nova can use the suits as long as he has Energy available. Watch the meter!

Suggested Usage:

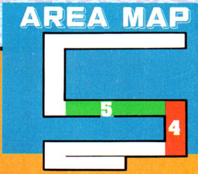
STAGE	AREA
4	07/07
4	Boss
5	Boss
6	14/14

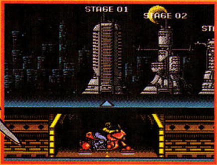




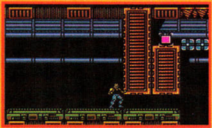
STAGE 1

Most games start off with an easy stage. Not this one! Nova is instantly thrown into the fray. Granted, Stage 1 is not as difficult as the later stages, but don't take it lightly! Nova may choose stages in any order, but tackling Stages 1 through 4 in order seems to be the best strategy. The first Stage of the Delta Foundation consists of seven different sub-sections. Nova can obtain the Newt Suit in a room in Area 05/07.



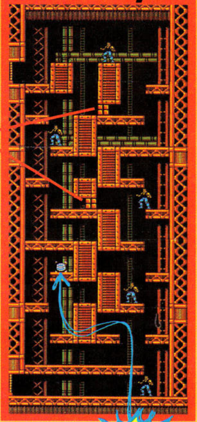


Press the Start Button to enter a stage.



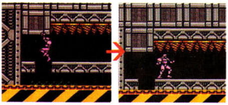
Narrow gaps and moving platforms can be tricky.

AREA 04/07



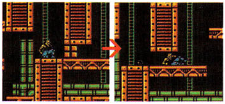
SPIKE ALERT

The Spikes which line the floors, walls and ceilings of various areas are deadly.



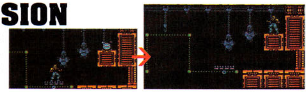
BUST THE BLOCKS

To slide through the narrow gaps, Nova has to blast the Blocks with his Blades.

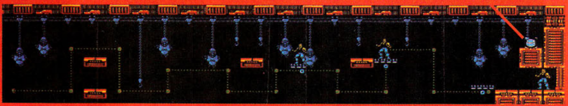


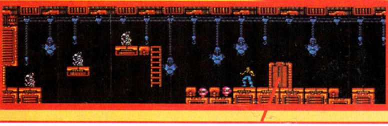
LIFE EXTENSION

To get this Life Tank, jump on the moving platform and then jump to the ledge before the platform moves.



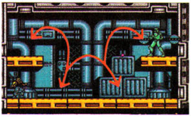
AREA 05/07





CyberCop

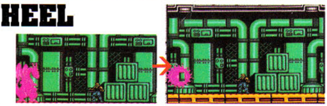
Put on the Newt Suit when fighting Cyber Cop. You can now use the Power Blade.



Cyber Cop moves in a fairly definite pattern. Try to stay in the corners.

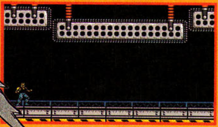
DRAGONWHEEL

Nova will receive the Newt Suit after he defeats the evil Dragonwheel.

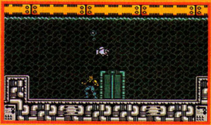


STAGE 2

Working his way deeper into Delta territory, Nova finds himself pitted against powerful new enemies and strange new territory. Among the major obstacles in Stage 2 are ceilings which are composed of moving blades. These are deadly. Use of the sliding technique will be very valuable to Nova throughout the various areas of Stage 2.

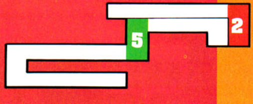


Saw blades on the ceiling? Afraid so.

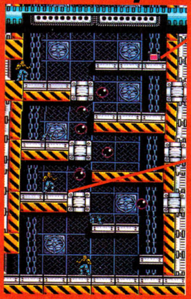


Go in the door to meet the Dragonwheel.

AREA MAP

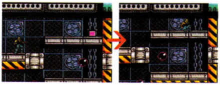


AREA 02/08



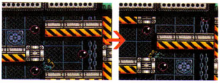
ENERGY PAK

Quickly jump up and snag this Energy Pak and then slide back down.

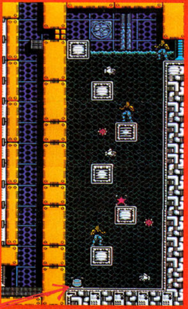


DODGE BALL

Wait for the balls to move out of the way, then slide.

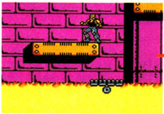


AREA 05/08

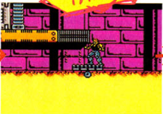


RISING TIDES

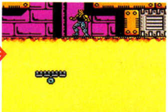
The lava tide will rise above the level of the moving platform. Jump to safety on the stationary platforms and then get back on the moving platform when clear.



The stationary platforms are the only safe spots to be when the tide rises.



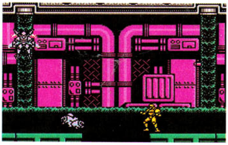
Ride the moving platforms to the next safe spot because the lava is rising!



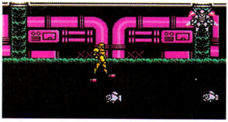
Don't worry. The lava will never rise high enough to torch Nova here.

CyberJet

Nova will have to use patience in order to defeat the airborne Cyber Jet. Small homing missiles will be launched, two at a time, from the Cyber Jet. Wear the Wet Suit because the water level in the room will rise throughout the confrontation. Shoot the Cyber Jet with the Power Blade.

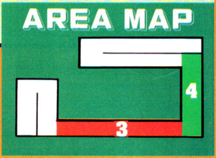


Using the Wet Suit is the best course of action when fighting Cyber Jet. Keep your distance.



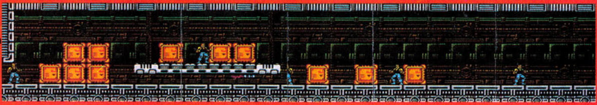
As the water level rises, you'll be glad Nova has the Wet Suit on. Blast the homing missiles.

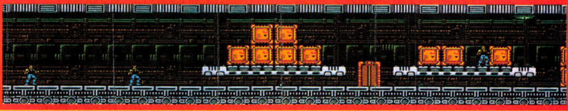
STAGE 3



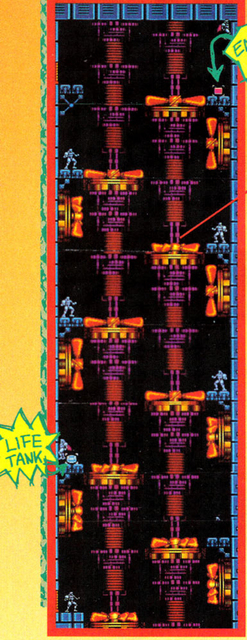
The Delta Foundation has beefed up its security measures in Stage 3. The extremely valuable Rocket Suit can be found here. Nova will test his skills with the Rocket Suit in a vertical ventilation shaft full of deadly rotating fan blades. Now it will begin to be crucial to have as many Energy Paks as possible to power the suits. New types of enemies will appear in Stage 3, but they shouldn't pose a tremendous threat to Nova and his Power Blade.

AREA 03/07



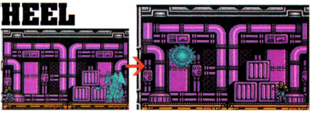


AREA 04/07



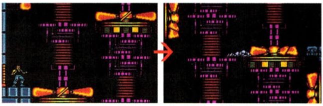
DRAGONWHEEL

The best way to avoid the Blue Dragonwheel mini-boss is to slide under him as he bounces across the screen.



FAN CLUB

To clear this area, you must use the Rocket Suit. Wait for the fans to stop moving and then fly up to a nearby platform. Avoid touching the blades at any cost.

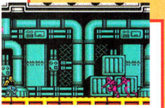


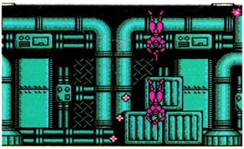
Wait for the dangerous fan blades to stop before moving on.

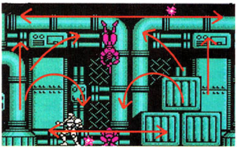
Aargh! Nova hit a fan blade. It wasn't even turning.

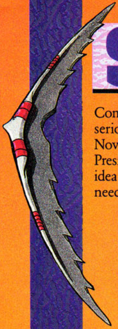
Cyber Ninja

Ninjas are sneaky and quick. This one's no different! Watch out for the throwing stars and sparks that move slowly along the walls. Be sure to use one of your Suits to throw the Power Blade at the Cyber Ninja. The arrows show his travel routes. Blast him as he moves.





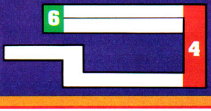




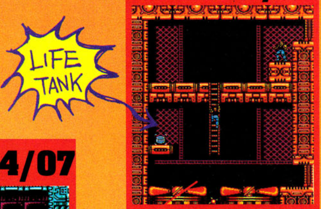
STAGE 4

Comin' at ya with everything! The President of the Delta Foundation has seriously stepped up the enemy forces for the confrontation in Stage 4. Nova has already taken out three of Delta's manufacturing plants and its President is not about to let him demolish any more. However, he has no idea what Nova is capable of. He's a lean, mean fighting machine! Nova will need to find the powerful Patriot Suit in Stage 4.

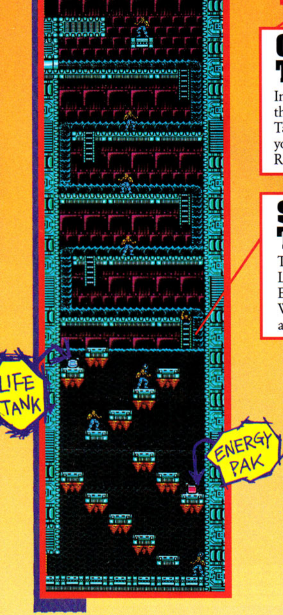
AREA MAP



AREA 06/07

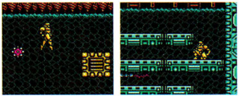


AREA 04/07



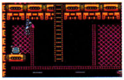
ENERGY MISERS

There's a lot of water in this stage. If you plan on using your Wet Suit to get through it easily, make sure you have a lot of Energy Paks saved up.



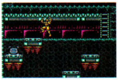
GOTTA HAVE THE ROCKET SUIT!

In order to reach the important Life Tank, and the exit, you must use the Rocket Suit.



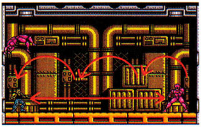
SLIP INTO THE WET SUIT

To easily reach the Life Tank and Energy Pak, use the Wet Suit in this area.



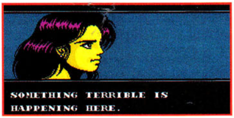
CyberGemini

Study the Cyber Gemini's pattern carefully as we have outlined it here for you. It'll take some fancy blade work to take out this pair.

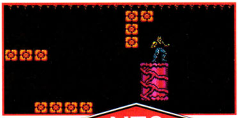


HANG ON! THERE'S MORE!

"Oh, great! Just what I needed! More trouble." When Nova goes to Stage 4, he'll be able to see Stage 5 looming off in the distance. However, it doesn't end with Stage 5. The action goes on into a final Stage 6. Meet up with Jacqueline in Stage 6 to find out what's really going on in the Delta Foundation. She will tell Nova that Delta's "President" is the core of the problem. Finish him off, Nova!



SOMETHING TERRIBLE IS HAPPENING HERE.



SPIDER-MAN®

RETURN OF THE SINISTER SIX™

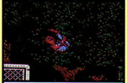
DOC OCK DEVISES A SINISTER SCHEME

Everyone's favorite web slingin' superhero makes his NES debut in Spider-Man: Return of the Sinister Six from LJN. Spidey's arch villain, Dr. Octopus, has reunited the infamous Sinister Six, a group of master criminals who are bent on world domination. As Spider-Man, it's your job to stop these evildoers from carrying out their plan. You'll face each of them on their own turf. Electro waits in a power plant. The Sandman is hidden away in a toxic waste dump. Mysterio rules over a house of illusion. The Vulture lurks on the city's rooftops. Hobgoblin resides in a dark cave and Dr. Octopus prepares for combat in his mysterious castle.

Spider-Man™ Return of the Sinister Six™ © LJN Ltd.™ and © 1992 Marvel Entertainment Group, Inc. Designed and Developed by B.I.T.S.

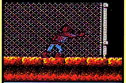
MAKE YOUR MOVE

JUMP



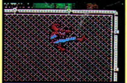
Press the B Button to send Spidey into the air.

PUNCH



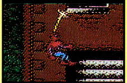
Pound opponents with a tap of the A Button.

KICK



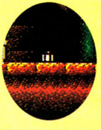
Hit the B Button twice for a swift kick.

SWING



Press the A Button while in the air to swing on webbing.

WEB FLUID



Pick up a canister of Web Fluid and hit enemies from a distance by pressing the A Button.

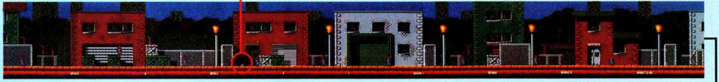
STAGE ONE
ELECTRO TAKES CHARGE OF THE SITUATION…

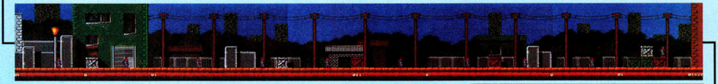
Your Spider Sense tells you that the high voltage hooligan, Electro, is hidden away in the power station. Swing through the streets of the city and break into the station's generator building. Electro's henchmen will try to keep you from entering their leader's chamber, but you can convince them to let you go with a few well-placed punches.

ELECTRO
TAKES CHARGE
OF THE
SITUATION...

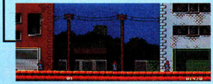
START

WEB FLUID





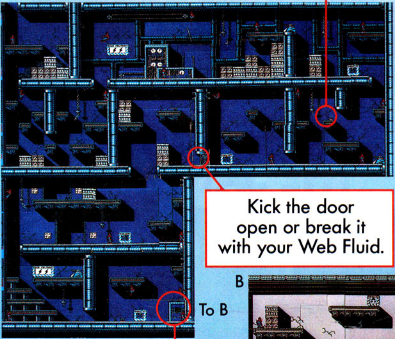
Watch for land mines!



To A

WEB FLUID

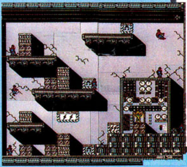
A



Kick the door open or break it with your Web Fluid.

To B

B

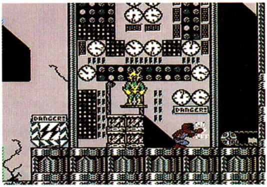


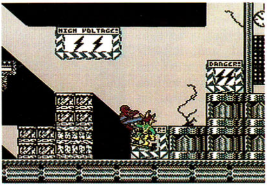
KEY IN ON ELECTRO

Pick up the key to Electro's chamber and open the door to the right.

ELECTRO

When you reach Electro, hit the switch to the right of this villain to send him flying out of control. Then jump out of the way of his lightning bolts and hit him when you have a clear shot.



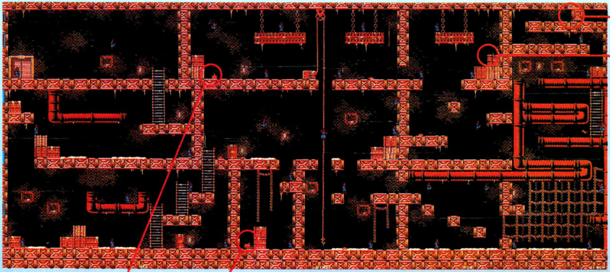


STAGE TWO

SANDMAN APPEARS WITH A FIST OF FURY…

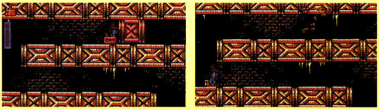
SANDMAN APPEARS
WITH A FIST
OF FURY...

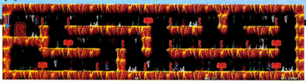
Since the Sandman is a product of weird radiation, it's only fitting that he would be hiding out in a toxic waste dump. Clear away the villains in the treatment plant and blast your way into the Sandman's radioactive wasteland with TNT. This fluid fiend can flow along the floor in a pool of sand and surprise you with a power-packed punch. Watch it, wall crawler.


START
To A
WEB FLUID
Move away from falling rats.
DETONATOR
TNT

BLAST THE BOX

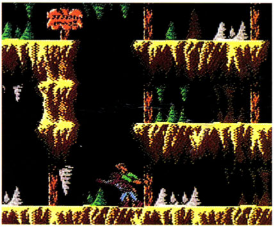
In order to clear away the red box in this passage, you'll have to collect the TNT and Detonator. Then plant the explosives and run for it!

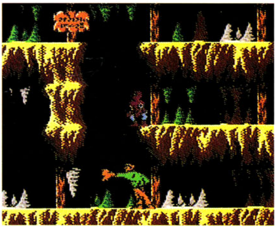




THE SANDMAN

The shifty scoundrel, Sandman, can flow along the ground undetected and instantly appear in human form. As soon as you see him, duck or run to avoid his mighty wallop, then counter with a kick or a shot of Web Fluid. The Sandman is tricky but slow. You should scatter him easily.



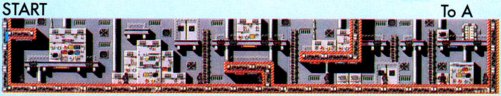


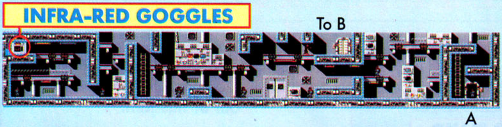
STAGE THREE

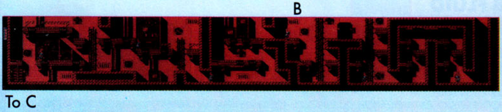
THE HUNT FOR MYSTERIO ...MASTER OF ILLUSION

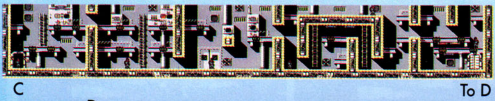
SPIDER-MAN
HUNTS FOR MYSTERIO
...THE MASTER OF ILLUSION

With Electro and the Sandman out of the way, your next stop is Mysterio's house of illusion. This mad magician has created a high tech maze of mirrors and villains to keep meddlers away. Kick your way through the creeps that keep you from exploring the halls and search for a pair of Infra-Red Goggles. If you go too far without the proper equipment, you'll be lost in the dark.



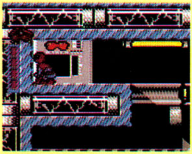

INFRA-RED GOGGLES
To B
A

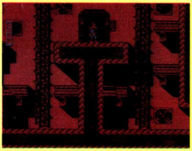


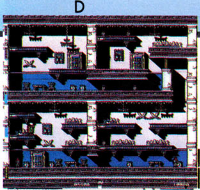


GET THE GOGGLES

Make sure that you collect the Infra-Red Goggles in the upper-left section of the second passage. With them, you'll be able to see where you're going in the pitch dark third passage.

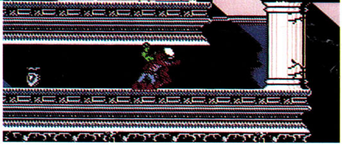


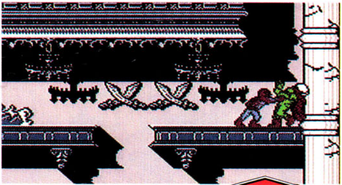




MYSTERIO

Not only can Mysterio appear and disappear as he wishes, but he can also create clones. When you finally track down and defeat a fiend that looks like Mysterio, it may not be the real one. Stay on your toes.





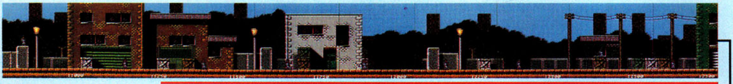
STAGE FOUR

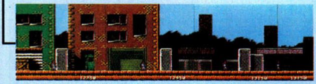
VULTURE SWOOPS FOR SPIDER-MAN...

VULTURE
SWOOPS FOR
SPIDER-MAN..

After Mysterio's house of illusion falls like a house of cards, your next mission will be to seek out the Vulture. This high-flying hellion will swoop down upon you as you fight through the streets of the city, then he'll head for the rooftops. That'll be your cue to go to the top and claim victory over the Vulture in a fight to the finish.

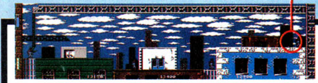
START



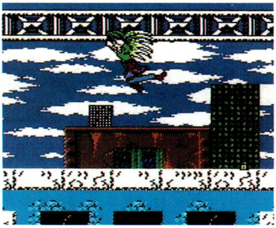


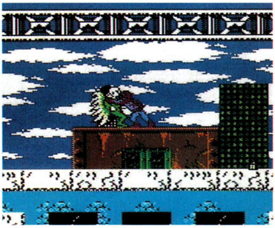
Enemies attack from all angles. Jump, punch and kick your way out of this jam.

A

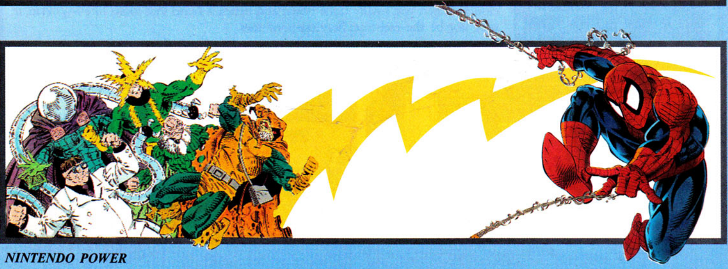


THE VULTURE





As soon as you reach the rooftops, the Vulture will swoop down with an explosive surprise. He's capable of dropping three bombs at once. Jump out of the way and wait for him to come down for a rest. You'll be able to land a few punches when the bird is grounded.



STAGE FIVE

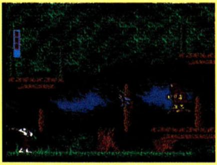
ONCE HE WAS HUMAN …NOW HE'S HOBGOBLIN

ONCE HE WAS HUMAN...
...NOW HE'S HOBGOBLIN

The horrendous Hobgoblin is waiting to catch a curious Spider on the outskirts of the city. Run through the forest path leading to Hobgoblin's cave and knock out the club-tossing trolls if they get in your way. Then hop onto the ledges inside the cave and try to hit Hobgoblin before he hits you.

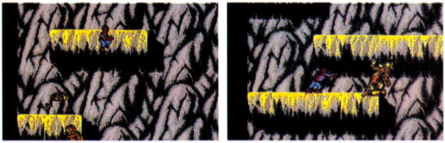
TROUNCE THE TROLLS

Trolls toss clubs in the forest. Jump over these creatures and attack them from behind.



HOBGOBLIN

Hobgoblin scales the wall of his cave and tosses very large clubs. Chase him up and nail him with punches or Web Fluid.



STAGE SIX

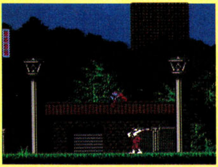
MASTERMINDING THE MAYHEM… DR. OCTOPUS IS BACK WITH A VENGEANCE

MASTERMINDING THE MAYHEM...
...DR. OCTOPUS IS BACK WITH A VENGEANCE.

The man behind the Sinister Six is scheming in his remote castle. You'll find an assortment of henchmen outside, but the villain that you're after is waiting within the walls of the fortress. Fight your way through the crowd and keep searching for Dr. Octopus.

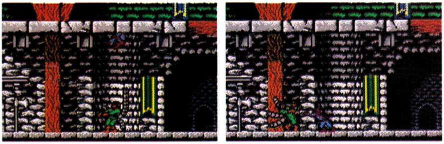
KEEP MOVING

There's no need to waste your time with two-bit hoodlums. Avoid the little guys and continue to charge ahead.



DR. OCTOPUS

Doc Ock has taken a cue from Mysterio and created replicas of himself. You'll have to fight through a few before you find the real thing.



CLASSIFIED INFORMATION

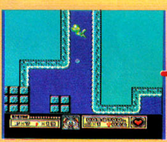
NINTENDO TOP SECRET POWER

TINY TOON Adventures

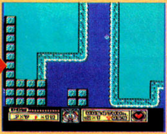
FROM AGENT #212

Plucky's Plunge

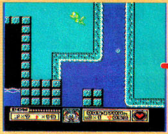
Stage 2-2 of this wacky adventure is a water-filled cave; perfect surroundings for Plucky Duck. Take Plucky through this stage and look for a passage that leads to the top of the screen in an area without a ceiling. Swim up and out of view, then move to the left or right, over the barrier between the water and the green wall. Plucky will drop into this green area and swim as though he was still in water. This maneuver is more of a curiosity than something that will help you advance to the next stage. Swim in the wall for a while, then hop out and move on to more adventure.



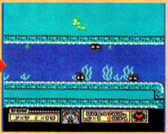
Find a passage with no ceiling.



Send Plucky up and over the barrier.



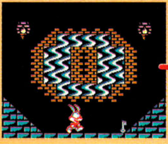
Plucky can swim inside the wall!



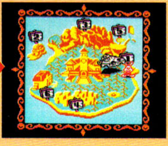
Explore this enemy-free area, then move on.

Duck Vader Update

In a previous issue, we mentioned that Duck Vader's ship occasionally appears on the map screen between levels of the game and takes you away to deep space. Our best guess was that a running total of 99 Carrots was what triggered Duck Vader's appearance. It has since become apparent that if you have any multiple of 11 (11, 22, 33, etc...) in total Carrots when you hop onto the map screen, the aliens will abduct you. If you can hop onto Duck Vader's helmet three times during this abduction, you'll earn three 1-Ups. The battle will be tough, but the reward is well worth the challenge.



Make sure that your Carrot total is a multiple of 11 and grab a level-ending Key.



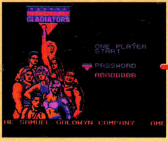
The alien ship will swoop down onto the map screen and take you away.

AMERICAN GLADIATORS

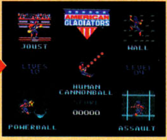
FROM AGENT #618

10–4 Password

Agent #618, working deep under cover at American Gladiators HQ, has discovered a way to skip to the fourth round of this game with 10 lives. Select the password option on the title screen and press the A and B Buttons in the following order: A, B, A, B, B, B, B, B. Then press the Start Button. You'll zip ahead to Level Four with 10 chances to show your mettle in the Gladiators' five grueling events.



Enter ABABBBBB as your password on the title screen.



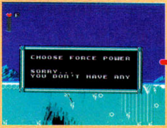
You'll skip to Level Four with 10 lives.

STAR WARS THE EMPIRE STRIKES BACK

FROM AGENT #415

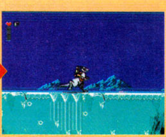
Force Code

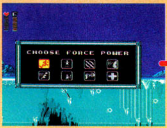
Two closely related codes for this second installment of the epic Star Wars series can give you a real boost. One code rewards you with all of the Force Powers instantly and the other one lets you skip levels. While you're playing the game, press the Start Button to call up your current Force Powers. Then press and hold Right on the Control Pad (you'll hold this for the duration) and press the Start, Select, A and B Buttons simultaneously. If you do this correctly, the Force Powers will continue to show on the screen. Next (while you're still holding Right on the Control Pad), quickly press the controller buttons in the following order: B, B, Start, A, B, Start, B, B, Start. The Force Powers will disappear from the screen and the action will resume. Press the Start Button again and you'll see that you have all of the Force Powers. The stage skipping code is almost identical to the Force Power code. Call up the Force Powers, then press and hold Right, and press Start, Select, A and B simultaneously. Next (while still holding Right), enter this code: B, B, Start, A, B, Start, B, B, Select. The variation in the last stroke will knock you into the next level. Both of these codes work only in levels where Force Powers are used.


CHOOSE FORCE POWER

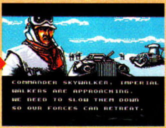
SORRY...
YOU DON'T HAVE ANY

Hold Right and press Start, Select, A and B at the same time. Then (still holding Right) press B, B, Start, A, B, Start, B, B and Start.


The action will resume, only now you'll have of all of the Force Powers, allowing you to blast through the level easily.


CHOOSE FORCE POWER

If you want to skip stages, set up the code the same way as before, then press B, B, Start, A, B, Start, B, B and Select.


COMMANDER SKYWALKER, IMPERIAL WALKERS ARE APPROACHING. WE NEED TO SLOW THEM DOWN SO OUR FORCES CAN RETREAT.

You'll be on your way to the next level instantly. Keep in mind that you can only skip levels where Force Powers are used.

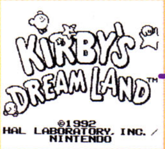
CHOOSE FORCE POWER

KIRBY'S DREAM LAND™

FROM AGENT #289

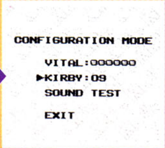
Configuration Mode

You can increase your chances for success in this fun Game Boy adventure by entering a quick code. At the title screen, press Down on the Control Pad along with the Select and B Buttons, all at the same time. The Configuration Mode will appear on the screen. In this mode you can change the number of hits Kirby can withstand, add to the number of lives in reserve and listen to the sounds of the game.


KIRBY'S DREAM LAND™

©1992
HAL LABORATORY, INC. / NINTENDO

Press Down, Select and B at the same time.


CONFIGURATION MODE

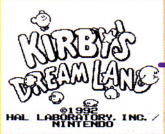
VITAL:000000
▶KIRBY:09
SOUND TEST

EXIT

Add to your lives in reserve in the Configuration Mode.

Extra Game

While our agents have been able to complete the first run-through of Kirby's Dream Land rather easily, they've found a real challenge in the Extra Game which follows. If you'd like to skip right to the Extra Game, wait for the title screen to appear, then press Up on the Control Pad along with the Select and A Buttons, all at the same time. The Extra Game will begin with more enemies than ever before.


KIRBY'S DREAM LAND

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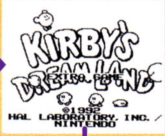
KIRBY'S DREAM LAND

EXTRA GAME

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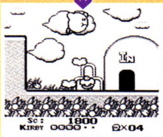


When the title screen appears, press Up, Select and A at the same time to enter the Extra Game. You'll encounter new enemies and tougher challenges.

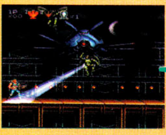
CLASSIFIED INFORMATION

CONTRA III THE ALIEN WARS™

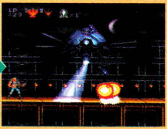
FROM AGENT #817

Stand and Deliver

There's a spot in Stage Three of this combat thriller where you can earn points-a-plenty just by standing still and firing your weapon. As soon as the huge ship with the spotlight appears, run to the left side of the screen and fire to the right. If you have the standard weapon or the Flame Thrower, all of the aliens that drop out of the ship will immediately jump into your line of fire. The ship also drops bombs, but the explosions won't affect your fighter at the edge of the screen. Continue to hold the Y Button to keep a constant flow of fire blasting across the screen. You'll rack up points and occasionally earn 1-Ups. In situations such as this, our agents often wrap a rubber band around the controller so that there is constant pressure on the Y Button, and let the fighter on the screen fend for himself. After about an hour of steady shooting, the fighter has earned enough points to accumulate the maximum of 29 lives in reserve.



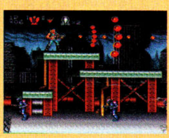
When the spotlight ship appears, retreat to the left side of the screen and fire to the right.



After your fighter shoots from this safe point for about an hour, you'll have 29 lives in reserve.

Two-Fisted Fire

Our agents have discovered that it's possible to fire two weapons simultaneously in Contra III. Earn a special weapon (the Spread Shot works well) and use it continuously by pressing and holding the Y Button. Then press the X Button quickly and repeatedly to switch back and forth between your special weapon and your normal weapon. The effect will be that both weapons are firing at the same time. Unless you're very coordinated, it will be difficult to move your fighter and perform this trick at the same time. You should try it only in areas where your character can stand still and fire.



When you're equipped with a special weapon, press and hold Y and press X quickly and repeatedly. You'll fire two weapons at once.

Double Spin

In Stages Two and Four the action is displayed from an overhead view. While you're making your way through these areas, you can turn by pressing the L and R Buttons. If you'd like to turn twice as fast usual, tap the turn button once very quickly, then hit it again and hold it. The ground will spin under your feet at a greatly accelerated rate.

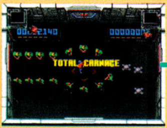
Tap the turn button, then hit it again and hold it. Your turn speed will double.

SMASH TV™

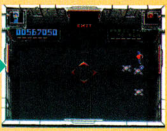
FROM AGENT #092

Secret Rooms

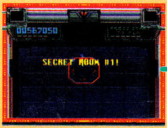
Secrets abound in this game show thriller, including three secret rooms and the Pleasure Dome. You'll find the secret rooms by walking through unlit exits. The first one is in the room marked TOTAL CARNAGE, in the lower-right section of Arena #1. Clear the room of enemies and exit to the right. You'll enter Secret Room #1, where valuable prizes are plentiful and enemies are nowhere to be found.



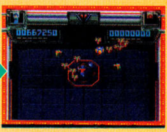
Enter and clear the TOTAL CARNAGE room.



After the enemies are gone, exit to the right.

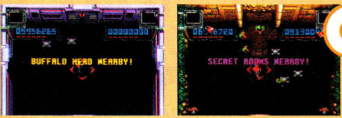


Welcome to Secret Room #1!



Collect your prizes and keep on moving.

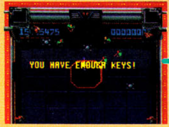
You'll be closing in on another secret room when you reach the room marked BUFFALO HERD NEARBY! in the lower-right section of Arena #2. Clear this room of thugs and exit to the right. You'll enter Secret Room #2. Secret Room #3 is in Arena #3. Clear the room marked SECRET ROOMS NEARBY! in the lower-right section and exit to the right.


BUFFALO HERD NEARBY!

SECRET ROOMS NEARBY!

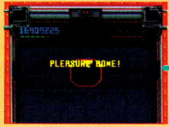
By exiting to the right after clearing these two rooms, you'll reveal more prize hideaways!

The Pleasure Dome is close to the last room in Arena #3. Move two rooms to the right of COBRA DEATH. You'll reach a room called either YOU HAVE ENOUGH KEYS! or NOT ENOUGH KEYS! depending on whether or not you've collected at least ten Keys in your journey. If you've reached that total, you'll be able to enter the Pleasure Dome. If not, you'll have to try again. Enemies are very abundant in this room. They'll pour in and keep coming for quite some time. When you've finally cleared the room, two exits will light up. By running through the lower exit, you'll enter the Pleasure Dome. Collect the tons of Pleasure Dome Spokesmodels and rack up the points!


YOU HAVE ENOUGH KEYS!

If you've collected ten or more Keys, you'll receive this message.

Clear the room of its hundreds of thugs and run through the lower exit.


PLEASURE DOME!

You've finally made it to the incredible Pleasure Dome!

Collect the Pleasure Dome Spokesmodels to earn big, big points.

JOE & MAC

From Agent #192

Come And Go

You can stock up on Power-Ups and special items in this prehistoric adventure by visiting the stages that you've already completed, over and over again. Enter a stage that contains an important item like the 1-Up in the ice cave of Stage Five. Then collect the item that you're after, press the Start Button to pause the game and press the Select Button to exit the stage. By repeating this maneuver, you can collect as many items and 1-Ups as you'll need to complete the game.

Return to a stage in the game that you've already completed.

Collect an item that will help you complete your journey.

Press Start to pause the game and press Select to leave the stage.

You can re-enter the stage or move on and continue your adventure.

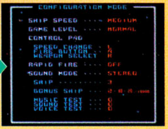
THUNDER SPIRITS

From Agent #810

New Configuration

Thunder Spirits is built with a configuration mode which allows you to change the game speed and difficulty, along with a few other options. You can enter this configuration mode from the title screen by pressing and holding the Select Button and pressing the Start Button. Our agents have discovered that the configuration mode changes after you complete the game. Once you've seen the end credits, wait for the title screen to appear. Then press and hold Select and press Start. The new configuration mode will appear, allowing you to tune in to the game's various sounds, change the number of points needed for a bonus ship and add to your starting number of ships.

THUNDER SPIRITS
PUSH START
©1990 Technosoft / 1991 TOSHIBA EMI
Licensed by Nintendo
When the title screen returns after you've completed the mission, press and hold Select and press Start.

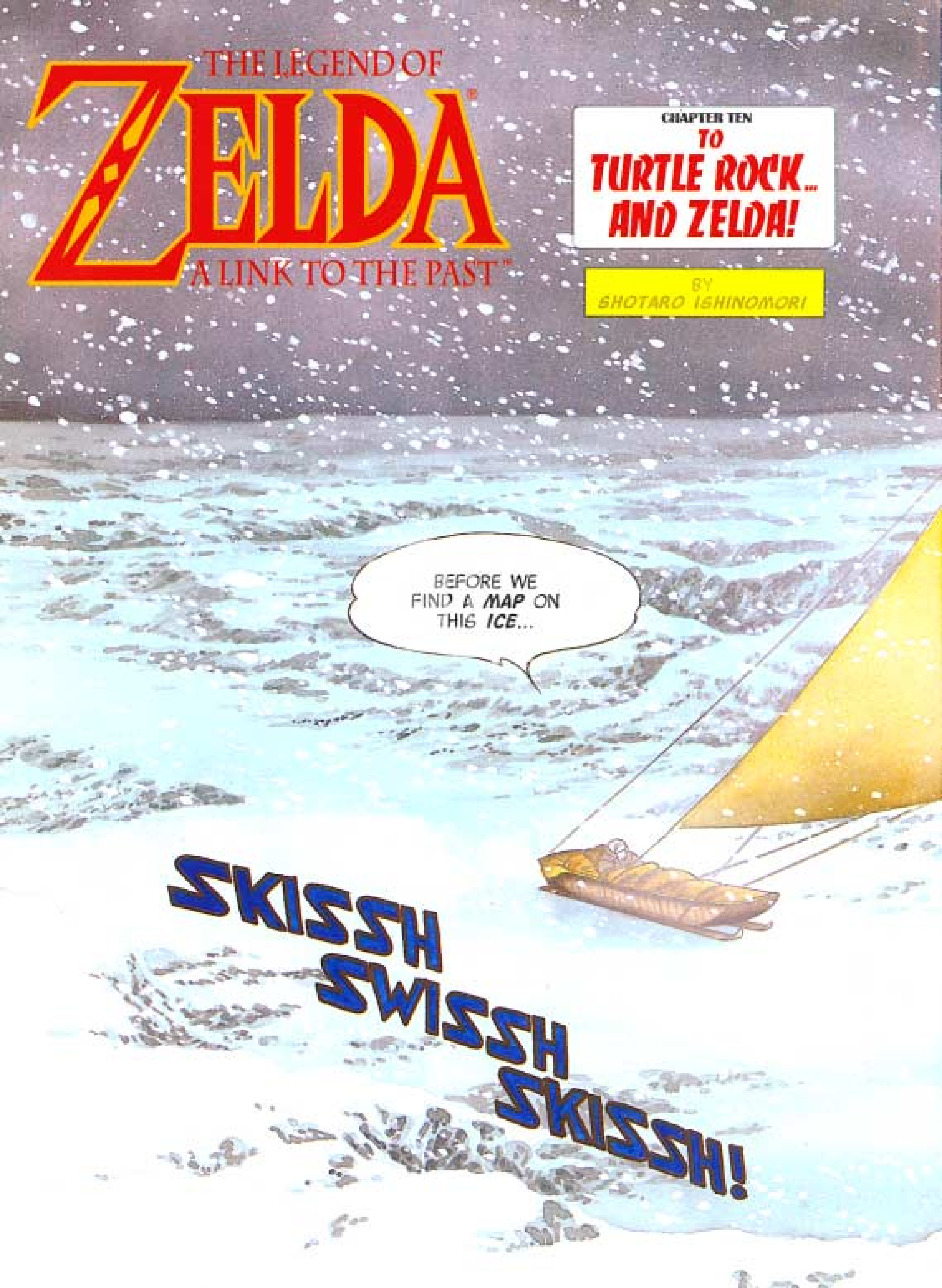

```
CONFIGURATION MODE
SHIP SPEED ···· MEDIUM
GAME LEVEL ···· NORMAL
CONTROL PAD
 SPEED CHANGE · L
 FIRE BUTTON ·· A
 WEAPON SELECT  R
RAPID FIRE ···· OFF
SOUND MODE ···· STEREO
 SHIP ········· 3
 BONUS SHIP ··· [illegible]
 MUSIC TEST ··· 0
 SOUND TEST ··· 0
 VOICE TEST ··· 0
```
A new configuration mode will appear, allowing you to test the music and sound effects and add ships.

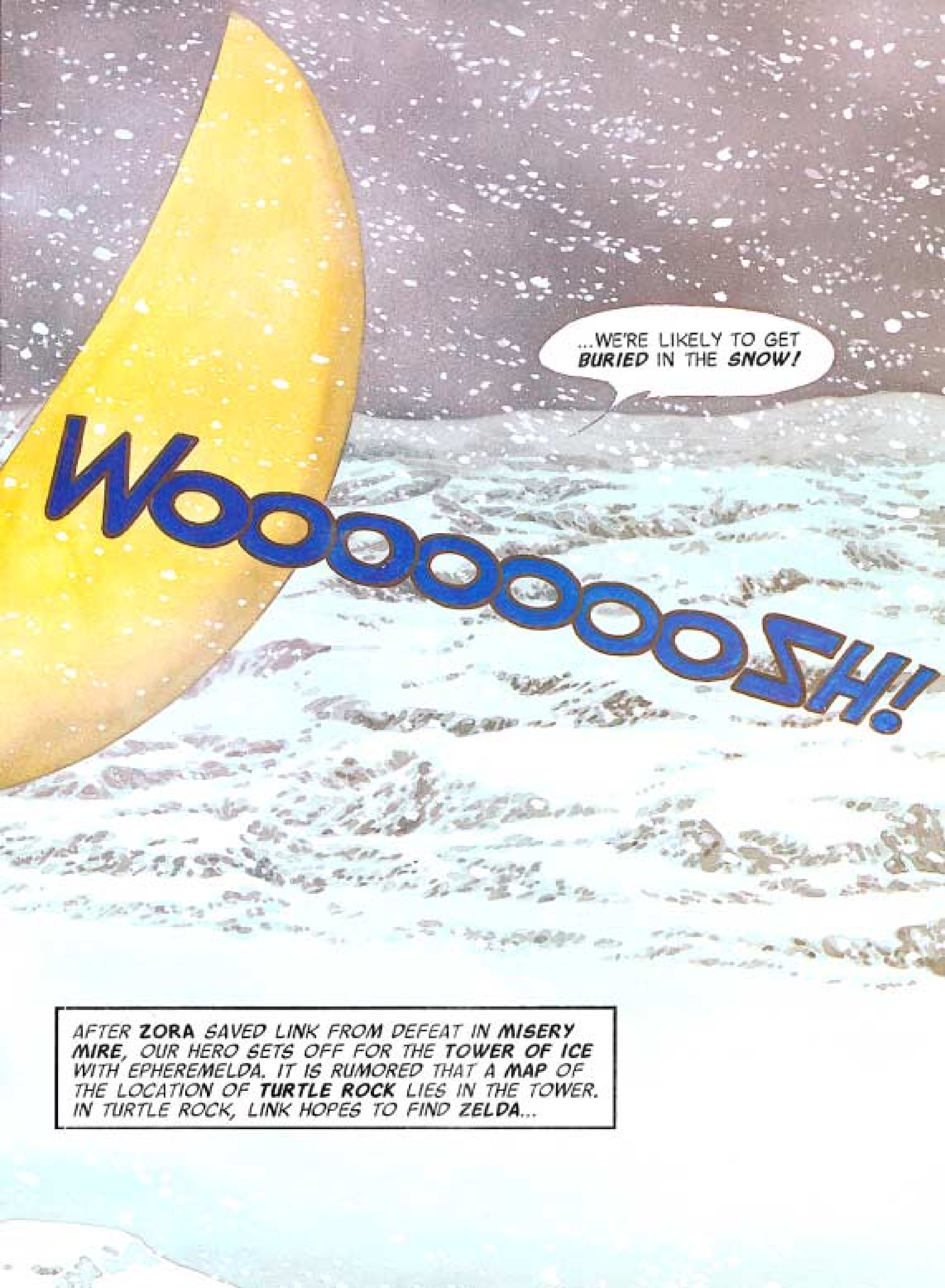
THE LEGEND OF ZELDA®
A LINK TO THE PAST™

CHAPTER TEN

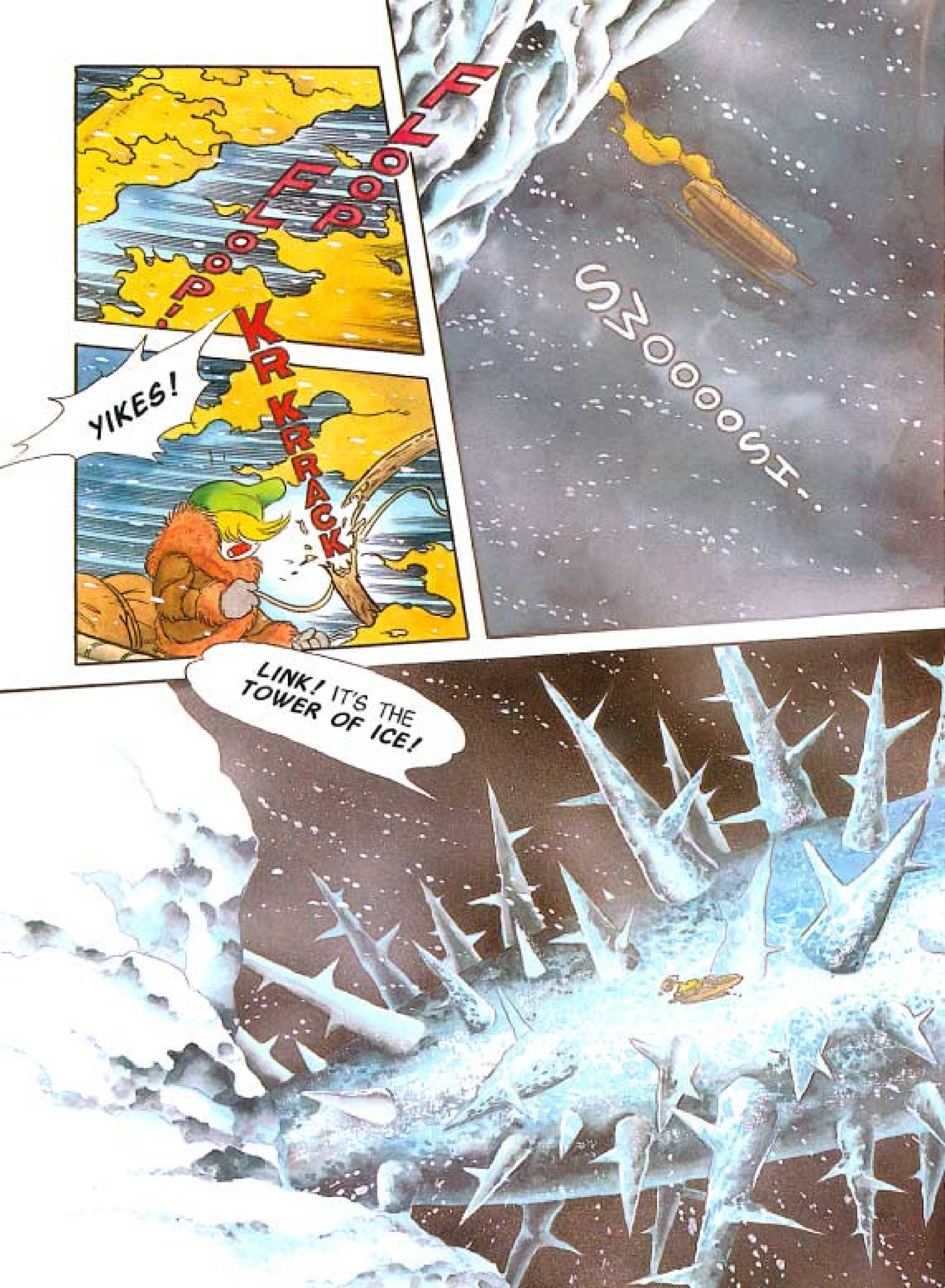
TO TURTLE ROCK... AND ZELDA!

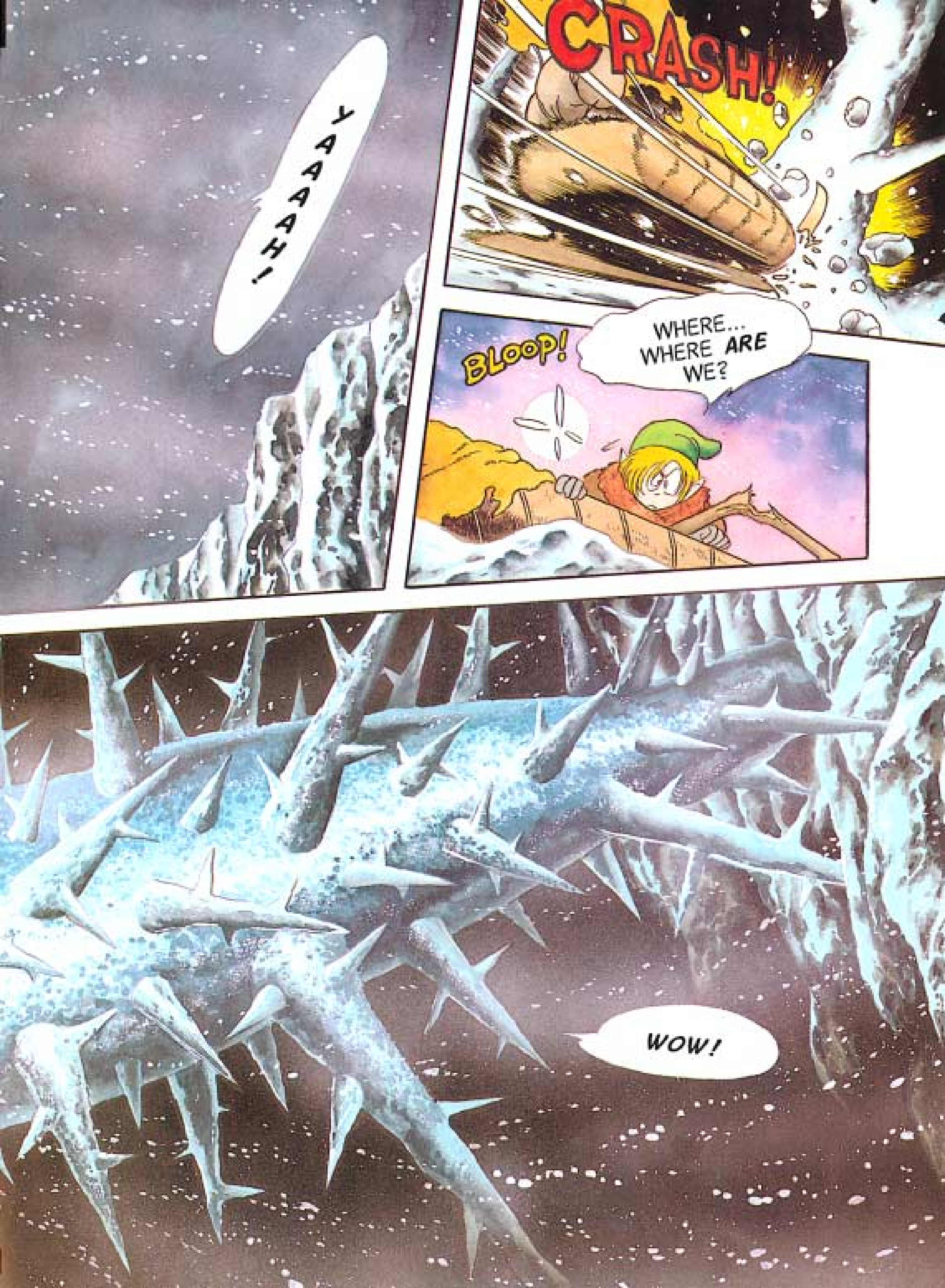
BY SHOTARO ISHINOMORI

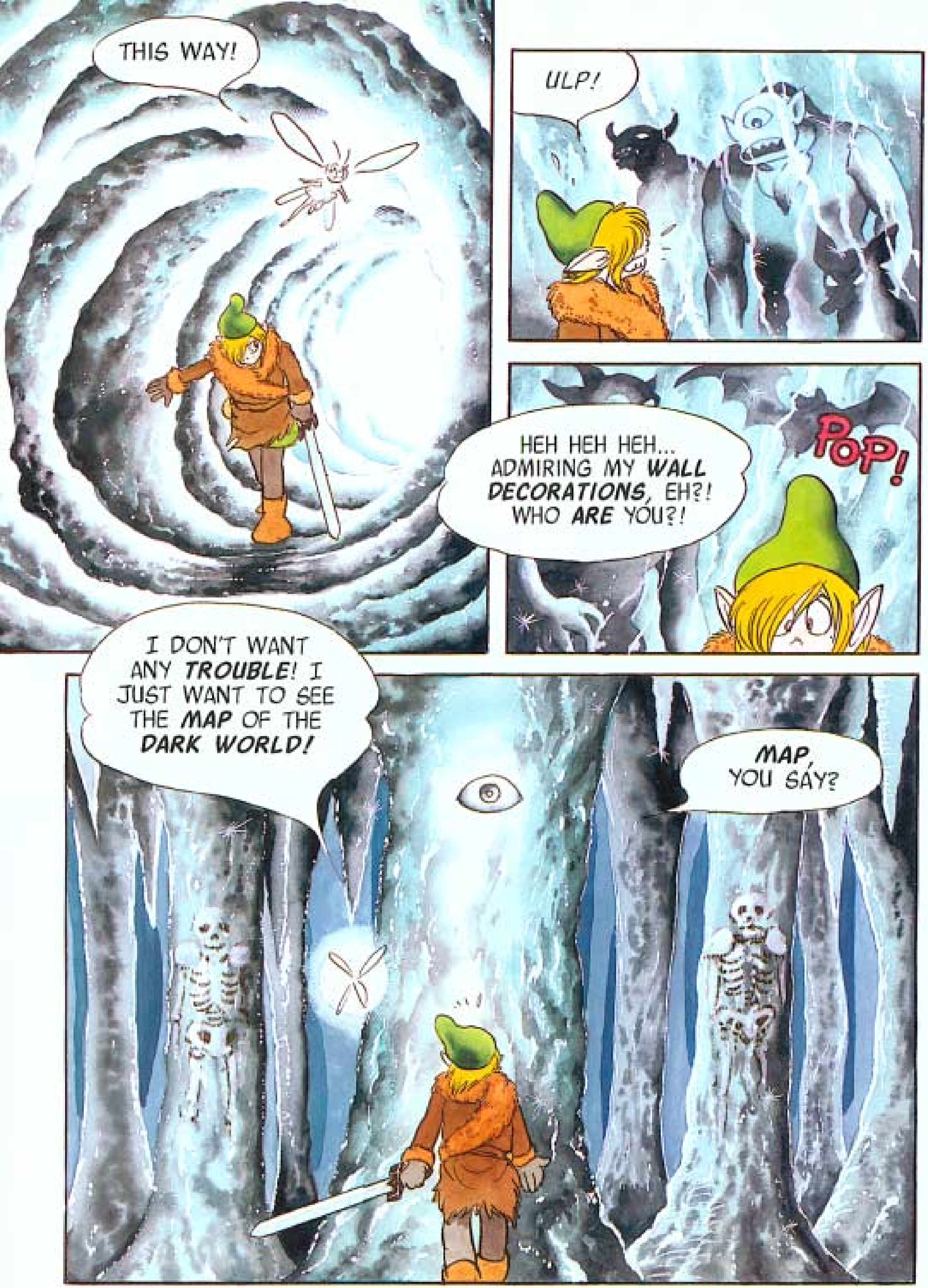

BEFORE WE FIND A *MAP* ON THIS *ICE*...
SKISSH SWISSH SKISSH!

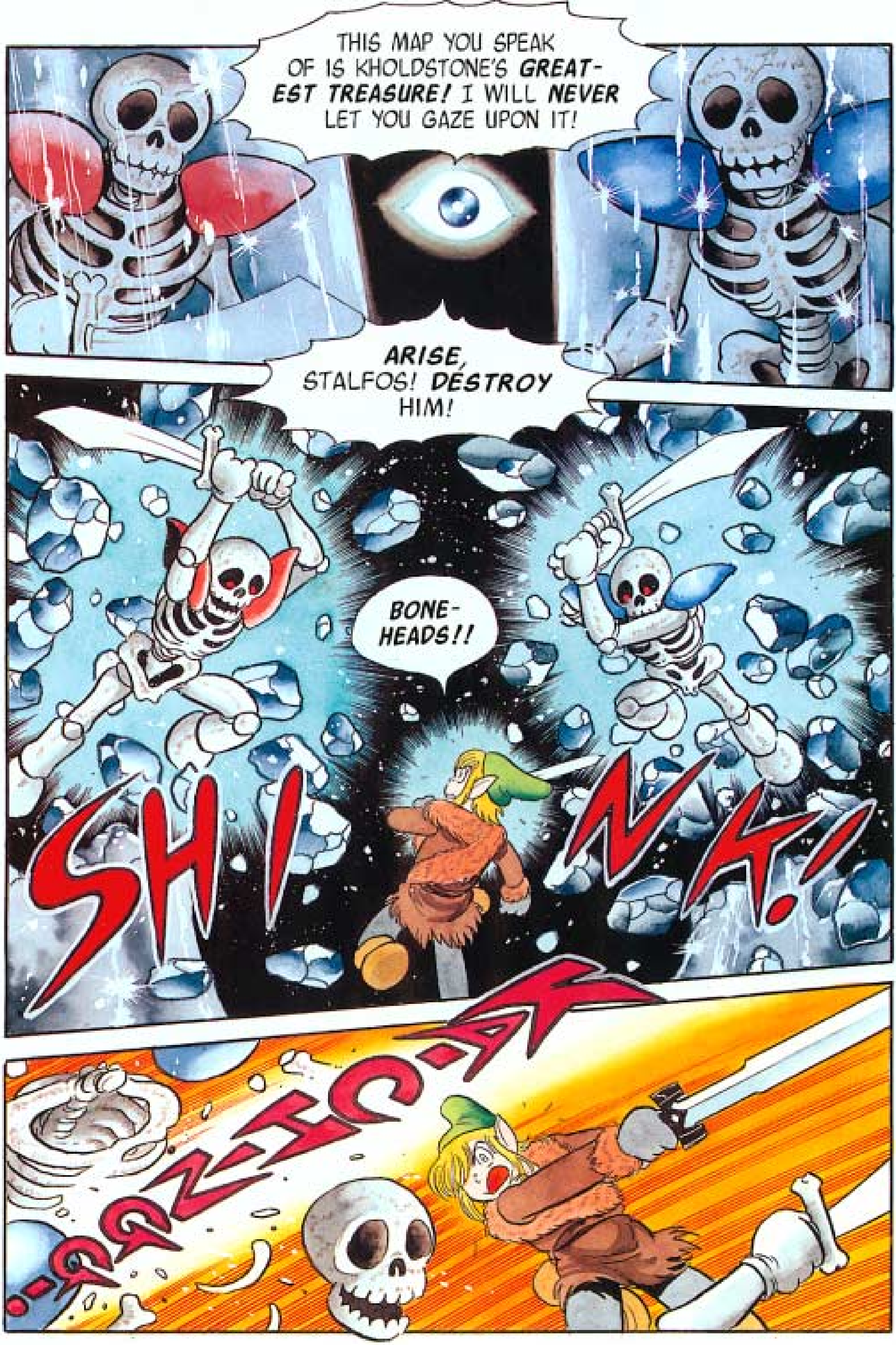

...WE'RE LIKELY TO GET *BURIED* IN THE *SNOW!*
WOOOOOOOOSH!

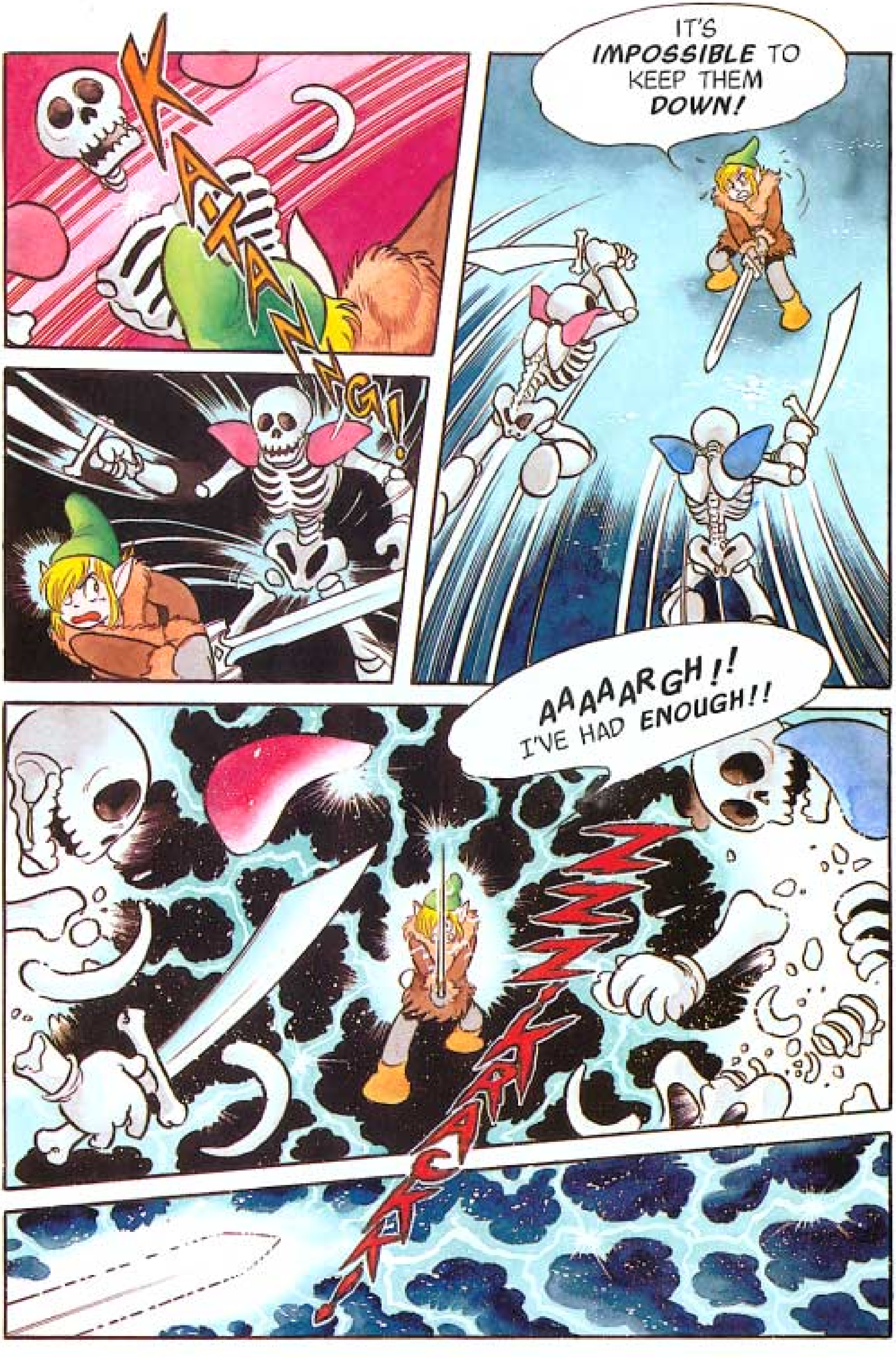
AFTER ***ZORA*** *SAVED LINK FROM DEFEAT IN* ***MISERY MIRE,*** *OUR HERO SETS OFF FOR THE* ***TOWER OF ICE*** *WITH EPHEREMELDA. IT IS RUMORED THAT A* ***MAP*** *OF THE LOCATION OF* ***TURTLE ROCK*** *LIES IN THE TOWER. IN TURTLE ROCK, LINK HOPES TO FIND* ***ZELDA...***

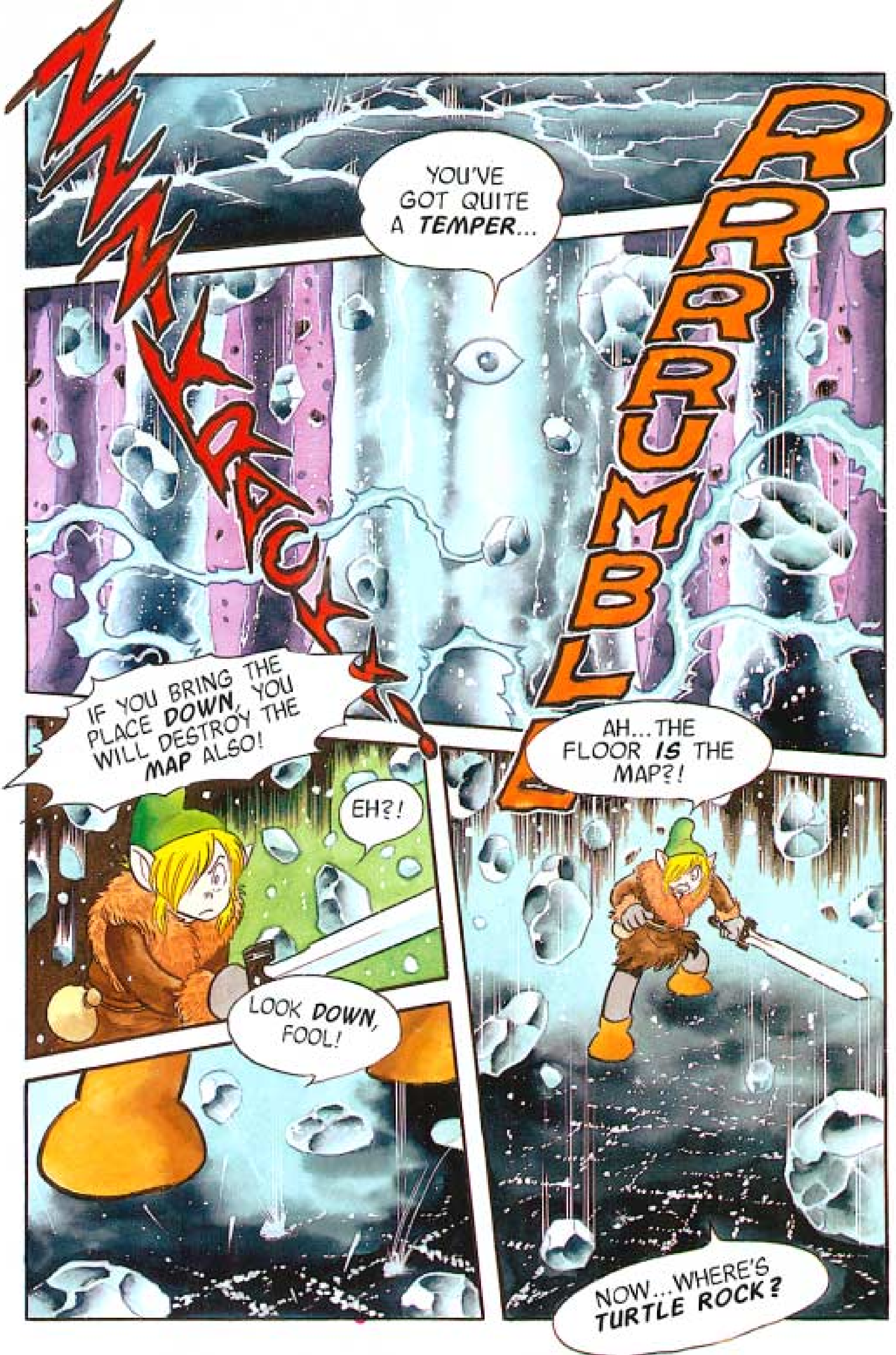

FLOOP
FLOOOP-!
KR KRRACK
YIKES!
SWOOOOSH-
LINK! IT'S THE TOWER OF ICE!

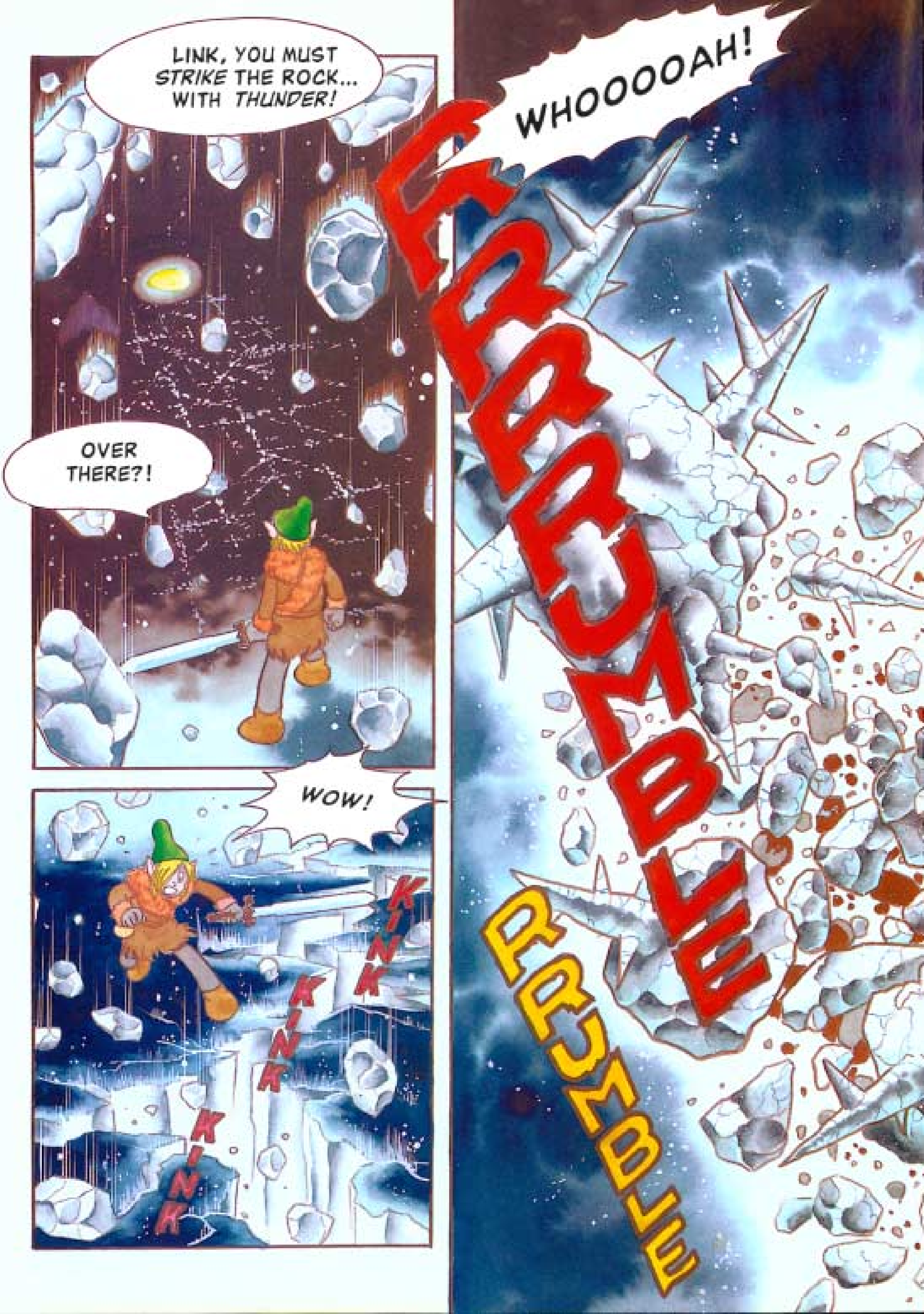

YAAAAH!
CRASH!
BLOOP!
WHERE... WHERE ARE WE?
WOW!

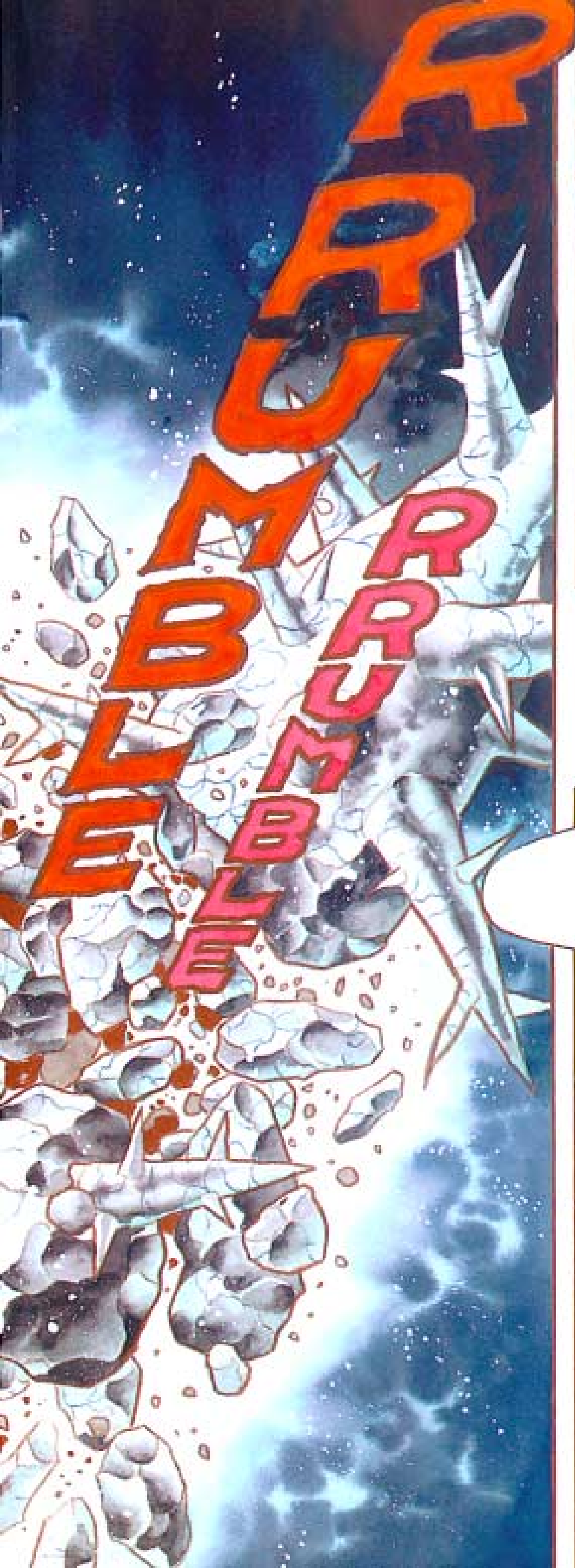

THIS WAY!
ULP!
HEH HEH HEH... ADMIRING MY WALL DECORATIONS, EH?! WHO ARE YOU?!
POP!
I DON'T WANT ANY TROUBLE! I JUST WANT TO SEE THE MAP OF THE DARK WORLD!
MAP, YOU SAY?

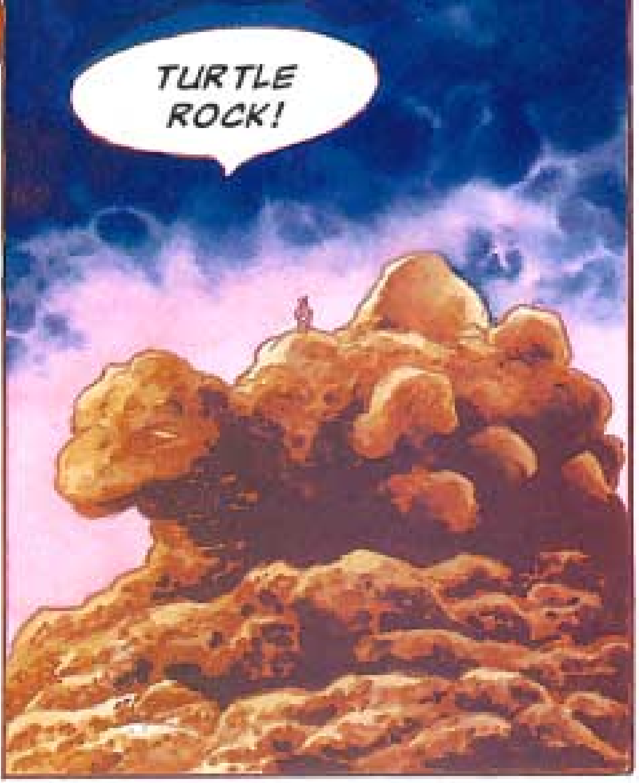

THIS MAP YOU SPEAK OF IS KHOLDSTONE'S **GREATEST TREASURE!** I WILL **NEVER** LET YOU GAZE UPON IT!
ARISE, STALFOS! ***DESTROY*** HIM!
BONE-HEADS!!
SHINK!
KA-CH-NGG!


KA-TANNNG!!
IT'S IMPOSSIBLE TO KEEP THEM DOWN!
AAAAARGH!! I'VE HAD ENOUGH!!
ZZZZKARACK!

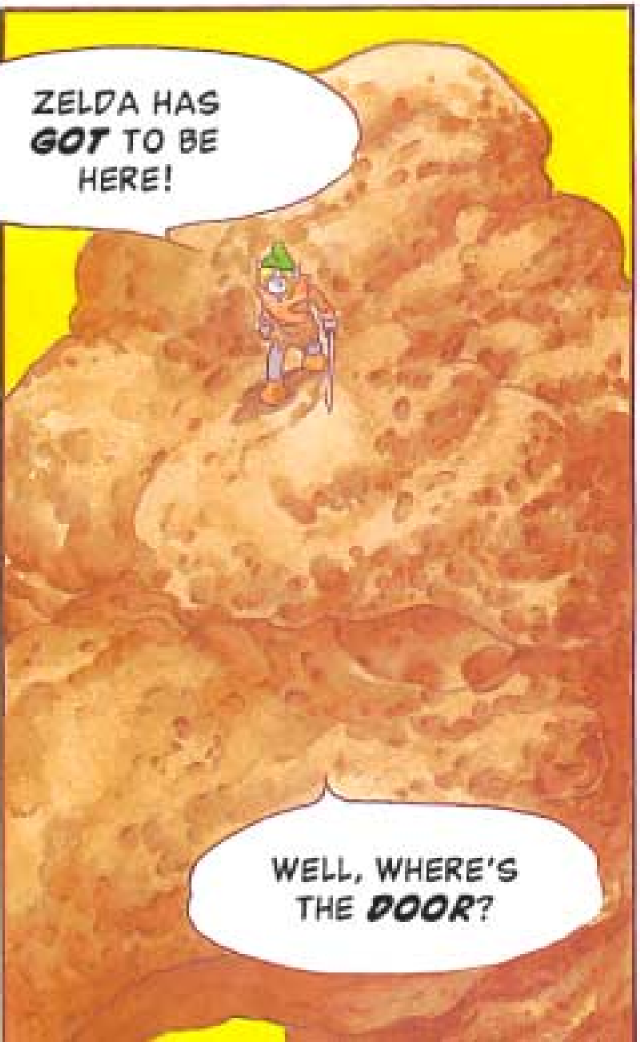

YOU'VE GOT QUITE A *TEMPER*...
ZZZKRACK!
RRRRUMBLE
IF YOU BRING THE PLACE **DOWN**, YOU WILL DESTROY THE **MAP** ALSO!
EH?!
LOOK **DOWN**, FOOL!
AH... THE FLOOR ***IS*** THE MAP?!
NOW... WHERE'S ***TURTLE ROCK?***

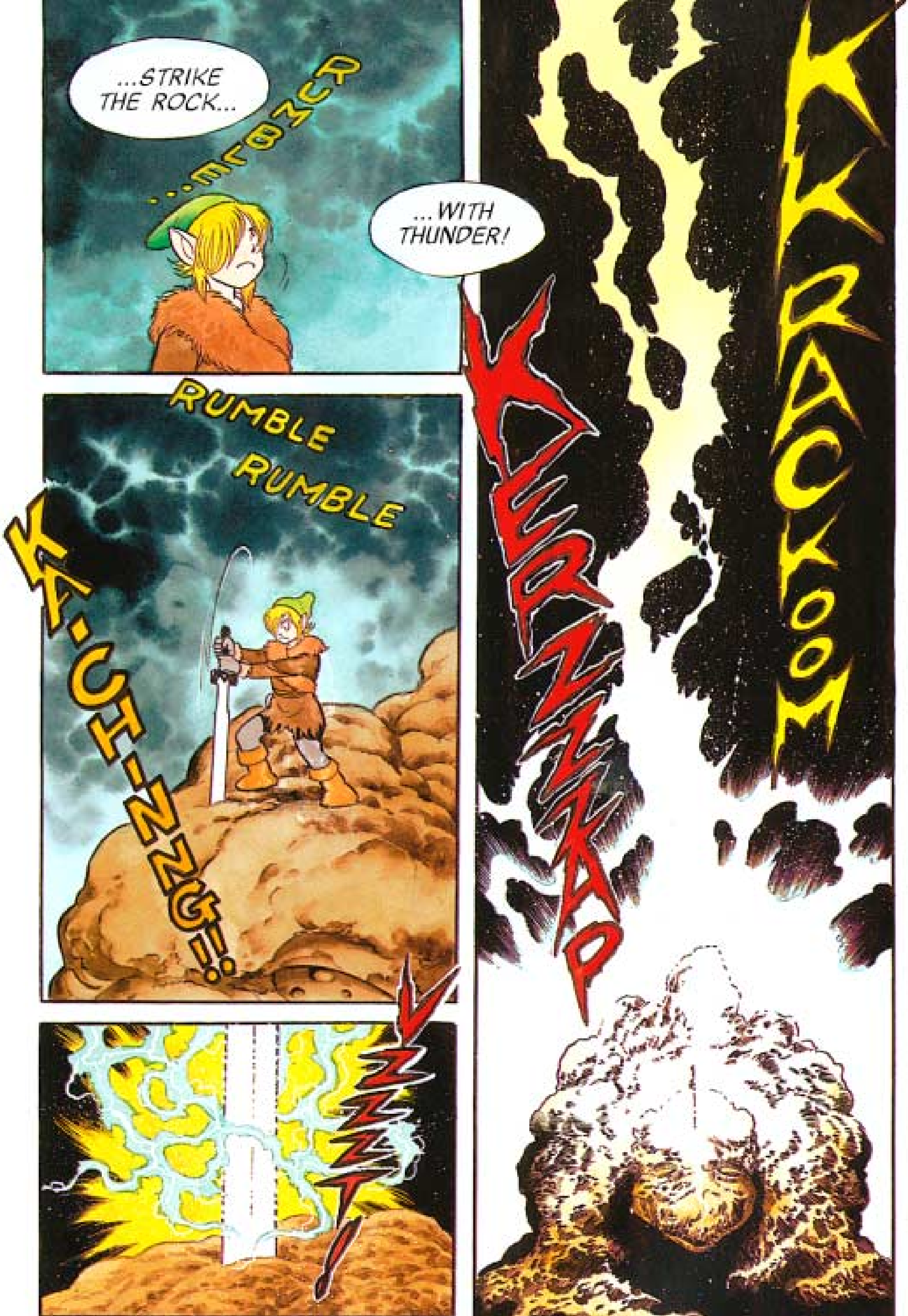

LINK, YOU MUST STRIKE THE ROCK... WITH THUNDER!
OVER THERE?!
WOW!
KINK
KINK
KINK
KINK
WHOOOOAH!
GRRRUMBLE
RRUMBLE

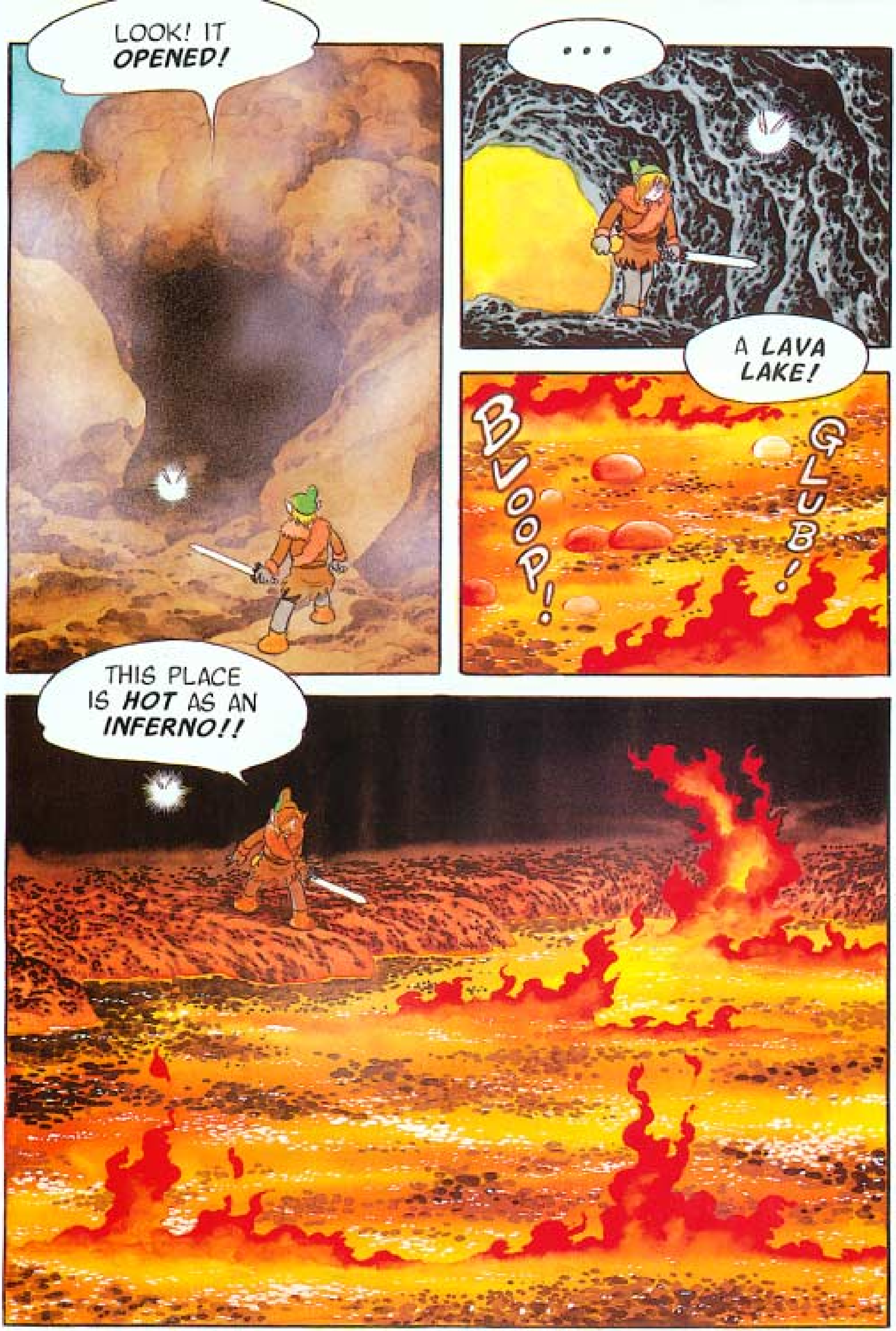

RRUMBLE
RRUMBLE

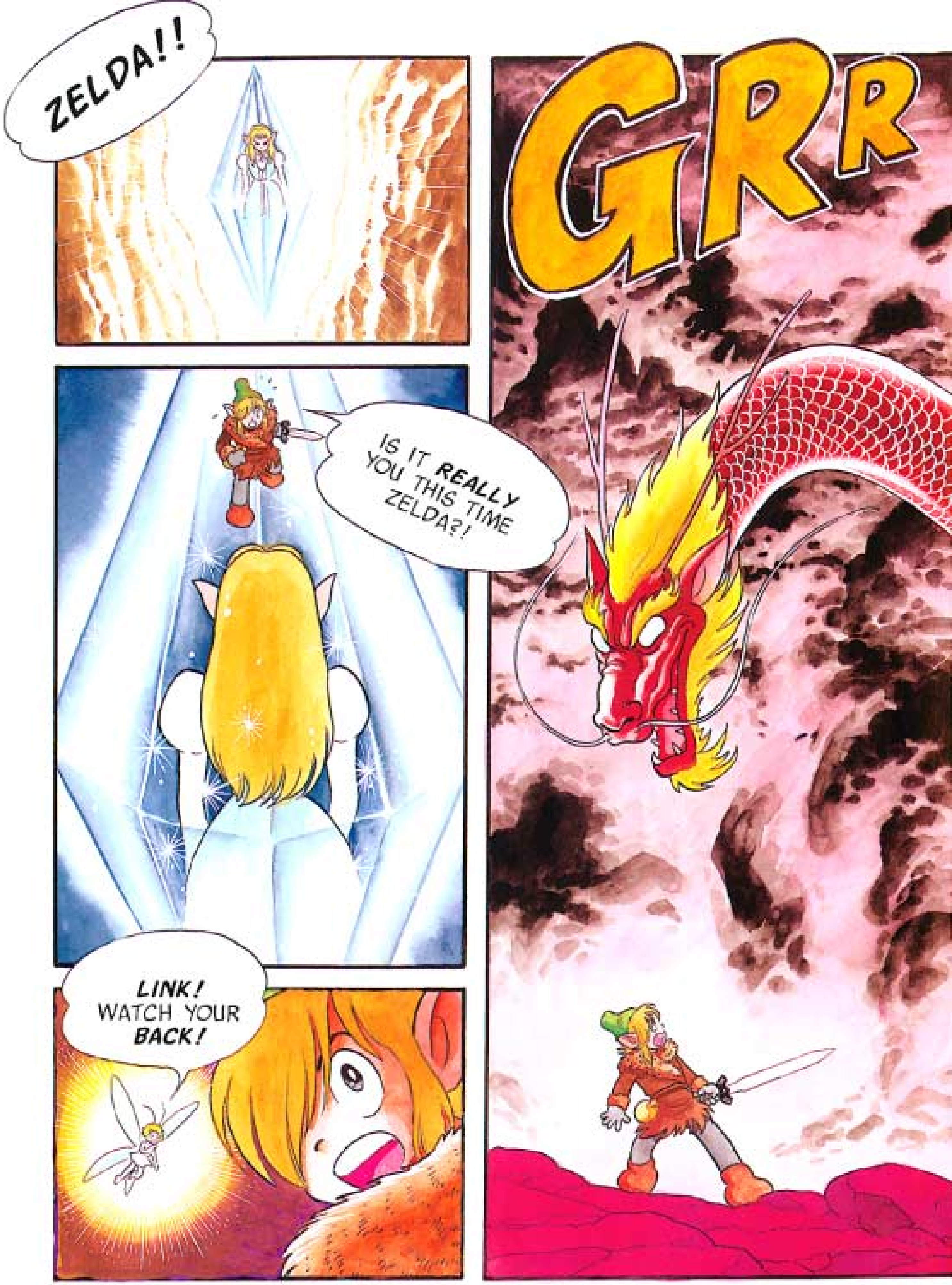

TURTLE ROCK!

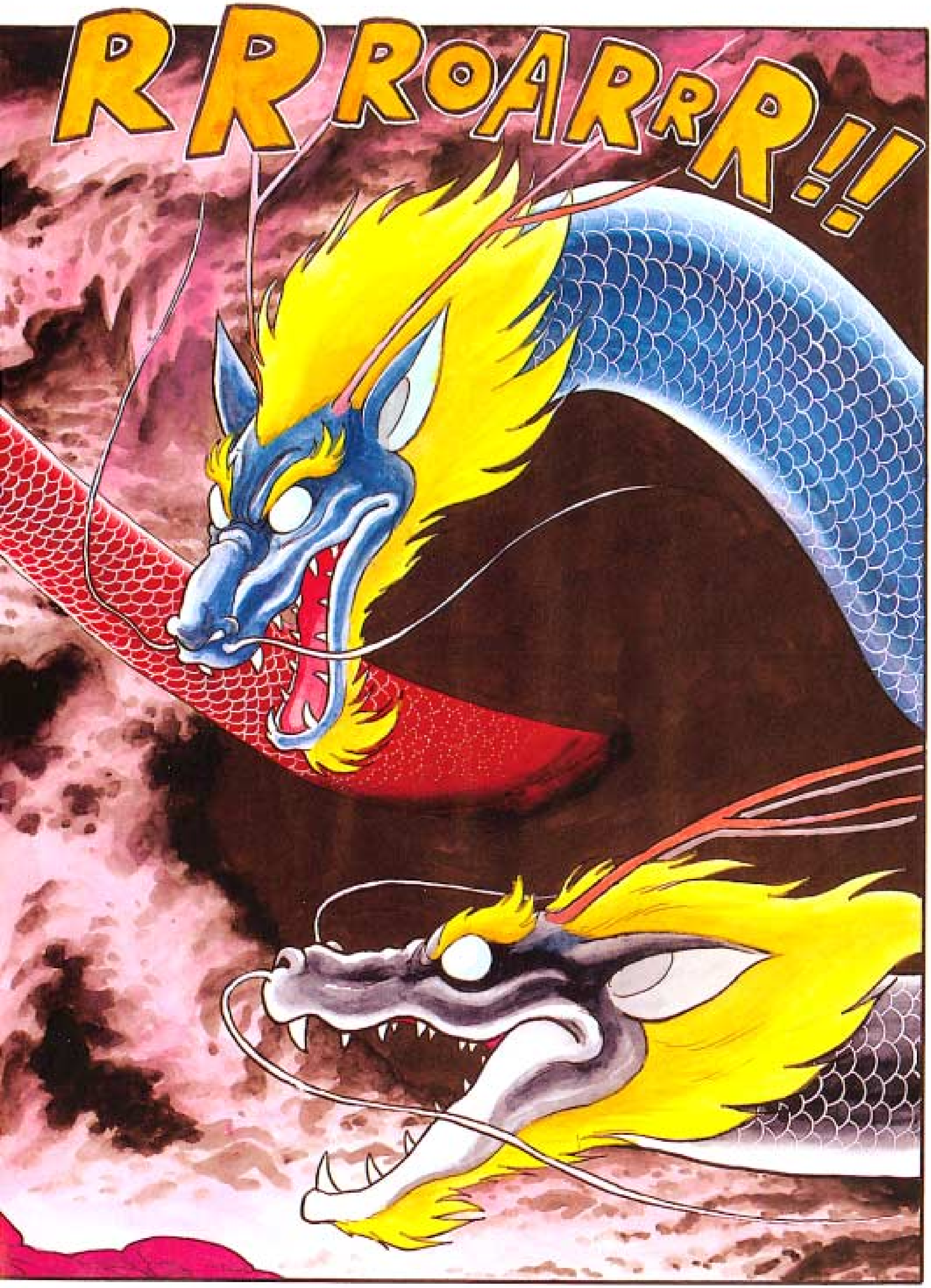
FOLLOWING THE MAP, HE GLIMPSED IN THE ICE TOWER, LINK FINALLY ARRIVED AT TURTLE ROCK WITH EPHEREMELDA, BUT...

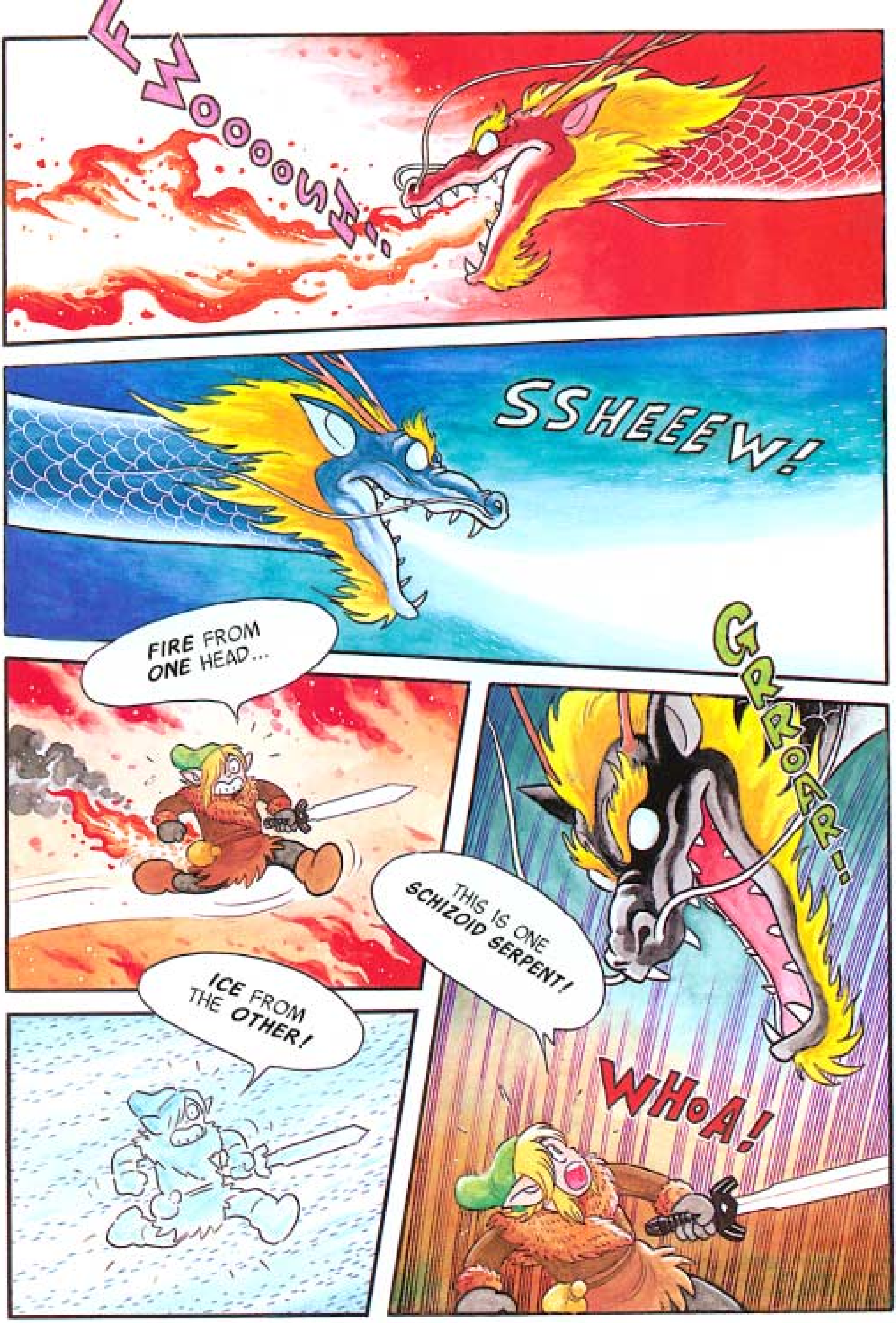

ZELDA HAS GOT TO BE HERE!
WELL, WHERE'S THE DOOR?

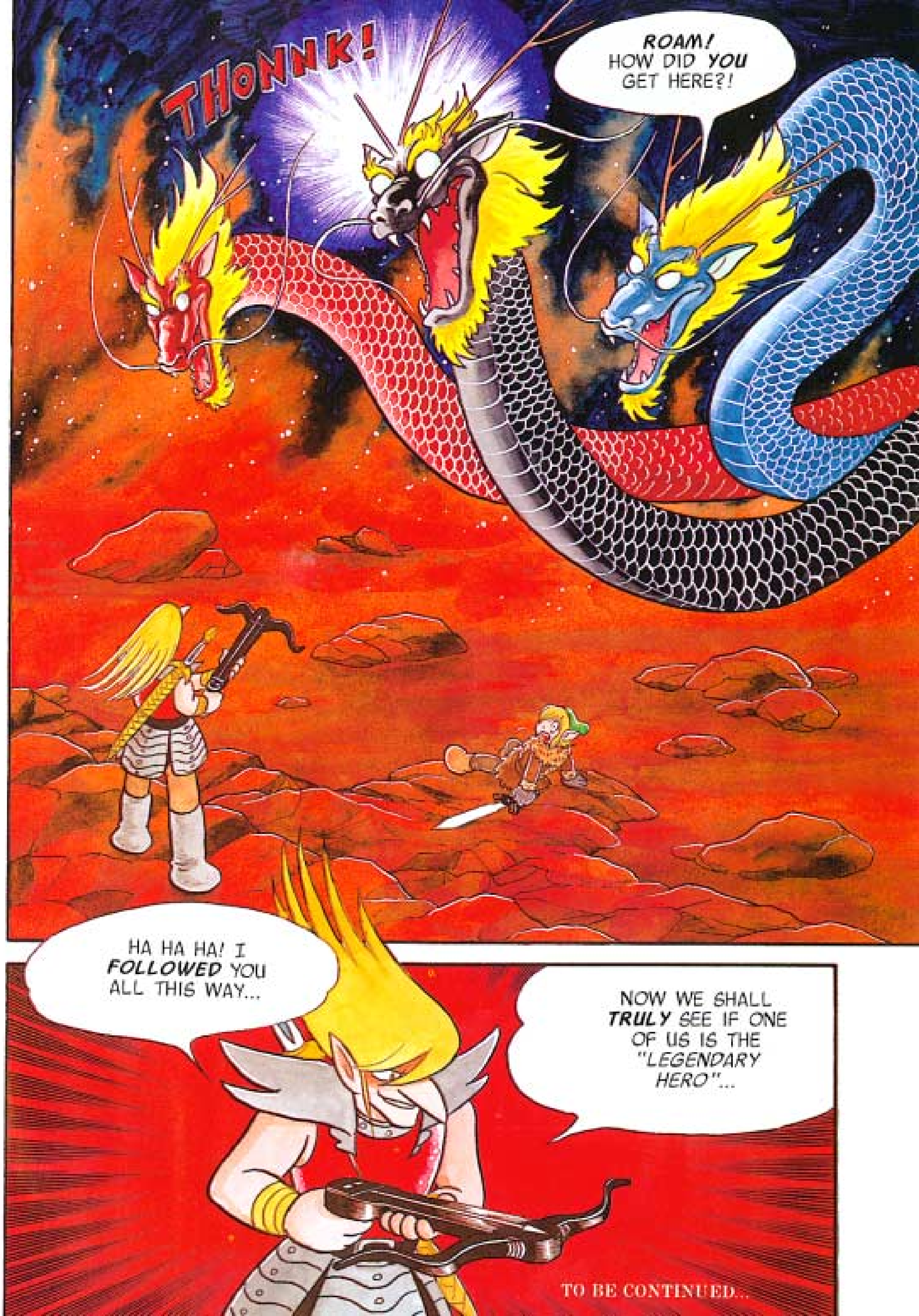

...STRIKE THE ROCK...
RUMBLE...
...WITH THUNDER!
RUMBLE
RUMBLE
KA-CHING!!
VZZZZT!
KERZZZAP
KRAKOOM


LOOK! IT *OPENED!*
...
A *LAVA* *LAKE!*
BLOOP!
GLUB!
THIS PLACE IS *HOT* AS AN *INFERNO!!*


ZELDA!!
IS IT REALLY YOU THIS TIME ZELDA?!
LINK! WATCH YOUR BACK!
GRR


RRROARRRR!!


FWOOOOSH!!
SSHEEEW!
FIRE FROM ONE HEAD...
ICE FROM THE OTHER!
GRROAR!!
THIS IS ONE SCHIZOID SERPENT!
WHOA!


THONNK!
ROAM! HOW DID YOU GET HERE?!
HA HA HA! I FOLLOWED YOU ALL THIS WAY...
NOW WE SHALL TRULY SEE IF ONE OF US IS THE "LEGENDARY HERO"...

TO BE CONTINUED...

BIONIC COMMANDO™

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RAD TO THE RESCUE

Rad Spencer leads the charge of bio-tech warriors in this faithful Game Boy translation of the NES classic, Bionic Commando, from Capcom. Rad's mission is to sneak into the evil Doraize Base, rescue kidnapped Agent Super Joe and destroy the mysterious Albatross Project. It's a tall order but Rad can fill it, because he's a Bionic Commando!

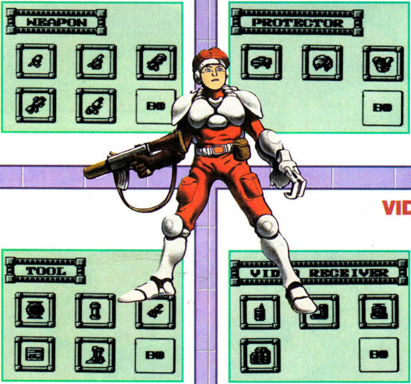
THE RIGHT STUFF

WEAPONS

You'll begin your mission with a standard issue Assault Rifle, then go on to uncover other weapons in the field: the Wide Range Rifle, Grenade Launcher, Balken M274 and the very powerful M83A Machine Gun.

PROTECTORS

You'll find three items that are designed to protect you from enemy fire. Shield Goggles absorb a single shot, Leg Armor shields you from two shots and the Protect Suit takes as many as three shots.



TOOLS

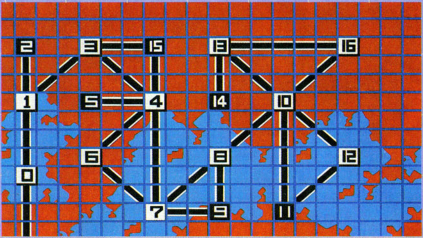
While there are several special items to be found throughout the Doraize Dukedom, none is as important as the Bio-Protein. When you're equipped with this useful medicine, you can refill your energy meter once.

VIDEO RECEIVER

Enemy areas are equipped with Communications Rooms. If you're equipped with the right Video Receivers, you'll be able to use the rooms to communicate with your home base and intercept enemy transmissions.

SATELLITE MAP

Doraize Dukedom is made up of 17 zones. Eleven zones are controlled by enemy forces (white squares with black numbers on the satellite map) and six zones are neutral (black squares with white numbers). When you destroy the power reactors in most enemy-controlled areas, you'll earn special items or weapons. You'll also be able to pick up special information in enemy Communications Rooms if you're equipped with the right Video Receivers. You can pick up helpful items and learn more about your mission in neutral areas from FF Corps insiders. Pilot the DX-3 Turbocopter to each area and use the Descend command to investigate.

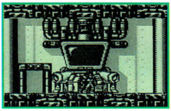


THE MISSION BEGINS

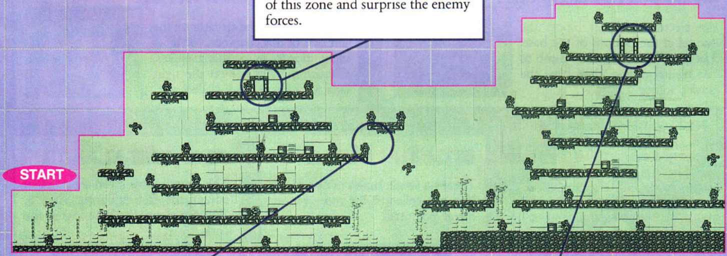
0

The first area that you'll come across is a remote enemy outpost. Pick up the clues that you can, then destroy the power reactor in the upper-right area.

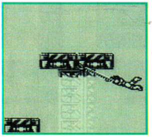
INTERCEPT ENEMY INFO



The Communications Room should be your first stop. You can use the Video Receiver to contact your home base and tap into enemy lines. The operators at your home base will electronically unlock the door to the power reactor so that you can continue to the upper-right section of this zone and surprise the enemy forces.

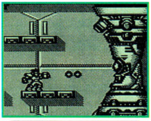


SWING OUT



Use your Bionic Arm here to grab the platform above you and swing out to the platform below. If you grab the platform diagonally, you'll have forward momentum. Let go when you swing out to the other side.

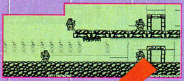
WRECK THE REACTOR

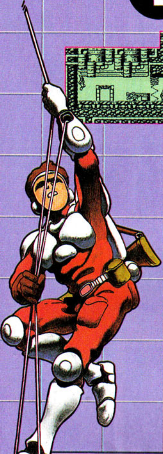


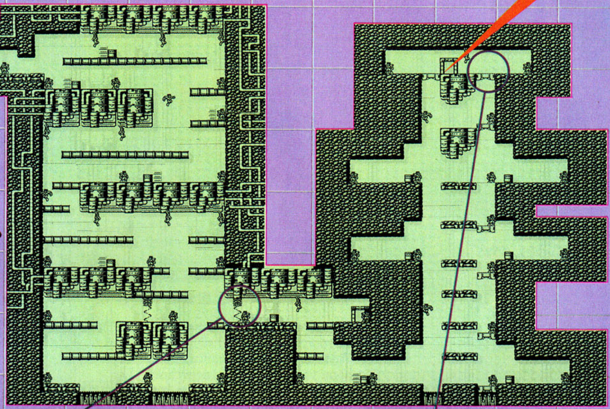
The Area 0 control room is packed with enemies. While none of them is very tough, they have power in numbers. Move to the right of the room, clear away enemies as they approach, and aim for the center of the reactor.

1

This cavernous base is loaded with armed soldiers at every turn. You'll have to be quick in order to make it to the reactor in one piece. After you touch down, head for the Communications Room and unlock the base gate. Then drop into the base, climb up to the reactor and blast it. You'll earn the Bio-Protein.

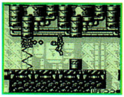






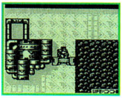
BREAK THE BARRIER

An electronic barrier blocks the tunnel at the bottom of the base. Use your Bionic Arm to climb to the tunnel ceiling, then blast the power source.



EXPRESS ELEVATOR

If you step onto the elevator on the left side of this chamber, you'll fall eight floors onto sharp spikes. Choose the elevator on the right side for a more gradual decent.

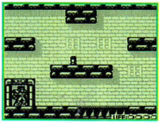


2

Area 2 is the first neutral zone that you'll come across. Make sure that you refrain from firing your weapon or you'll be ambushed. Collect the Flares, then move on to Area 3.

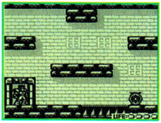
BITE THE BULLET

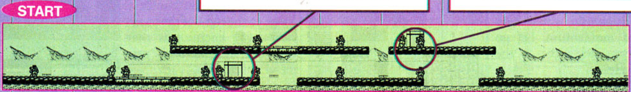
There's a single Bullet in this room. You can collect it for more energy meter potential.



FIND THE FLARES

The Flares in this room are essential equipment for exploring Area 3. Without them, you'll be lost in the dark.

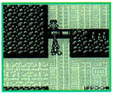


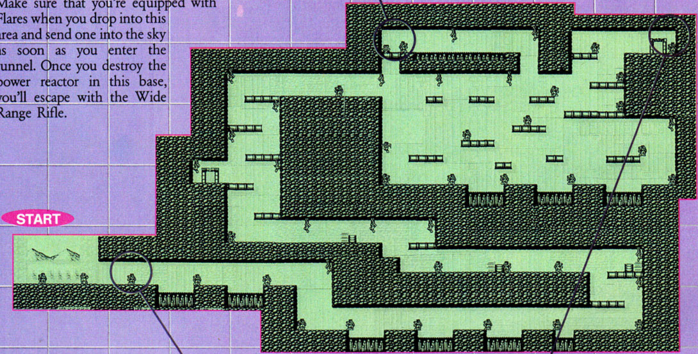


The windy tunnel of Area 3 is very dark. Make sure that you're equipped with Flares when you drop into this area and send one into the sky as soon as you enter the tunnel. Once you destroy the power reactor in this base, you'll escape with the Wide Range Rifle.

HANG ON!

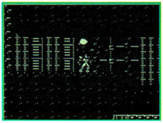
This 1-Up is difficult to reach. Swing out under the pipe and grab it in midair. Then pull yourself up and over.





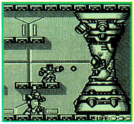
SEE THE LIGHT

You can provide the light at the beginning of the tunnel in this area by sending up a Flare as soon as the screen goes dark. By hitting the lights, you'll be able to see and avoid the upcoming spiked pits.



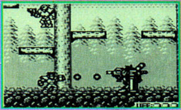
BIONIC ARM ASSAULT

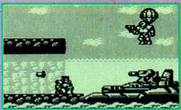
The power reactor guard is equipped with a Bionic Arm which fires straight up. If you're hit by the arm, you'll lose your balance but you won't lose energy. Ignore this mechanoid and aim for the reactor.

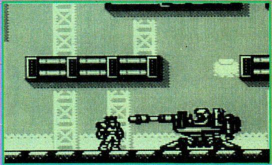


BATTLE BETWEEN ZONES

If enemy aircraft cross the path of the DX-3 Turbocopter, you'll touch down between zones and take on the opposing forces on foot. There are two big-gunners in every on-field battle who will reward you with chances to continue if you're on target. After the battle is over, the enemy aircraft will return, giving you another chance to collect Continue symbols. You should build-up the maximum of nine Continues in no time.





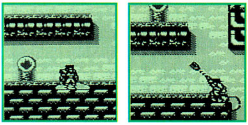


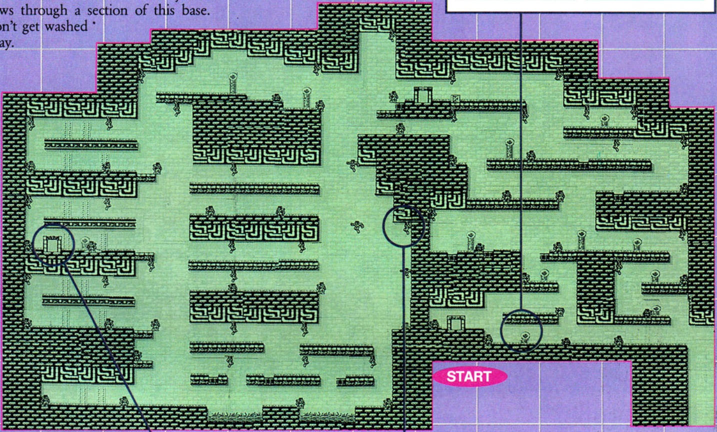
4

The Doraize Dukedom sewer system flows through a section of this base. Don't get washed away.

SURF'S UP

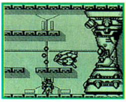
When you enter this base, you'll encounter waterflows from the sewer. Grab on to the ceiling as the waves are approaching and head for higher ground.





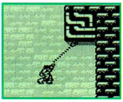
ROBOT WRECKAGE

A single, sturdy mechanical creature guards the power reactor. Hit it repeatedly with shots from the Wide Spread Rifle.



SWING RIGHT

When you drop from the ledge above this 1-Up, latch onto the overhang with your Bionic Arm and swing over to the right side.

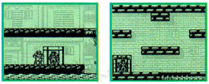


5

You'll find very little to go on in this neutral zone. Head straight for the second room and pick up the Beta Receiver.

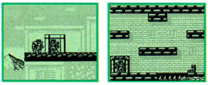
DEAD END

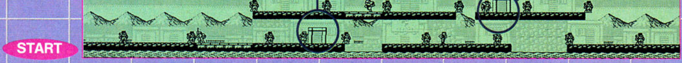
Talk to the soldier guarding this door, then move on. The room is empty.



TUNE IN TODAY

You'll find the Beta Receiver here. Pick it up and use it in the next area.



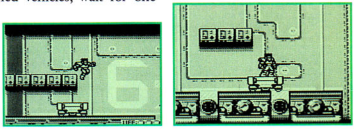


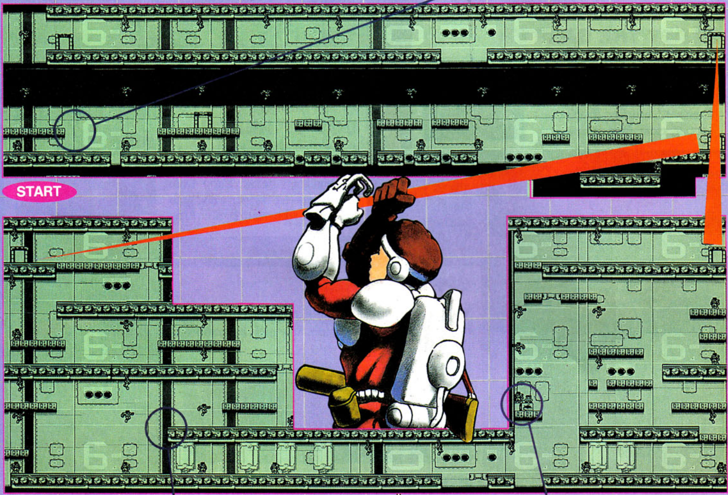
6

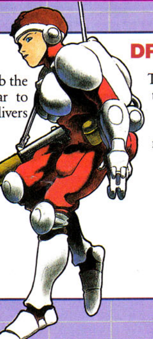
You'll discover interesting information regarding the enemy's experiments in biotechnology by tapping into the lines in the Communications Room in this area.

HITCH A RIDE

Mine cars run through this section of Area 6 every few seconds and roll over the small holes in the floor. Instead of being run over by these unmanned vehicles, wait for one from above, drop onto it as it passes and ride over the holes.

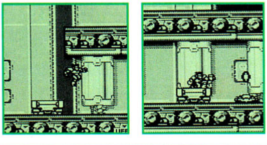






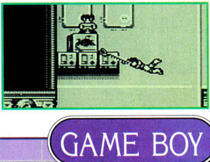
CATCH A CAR

Mine cars are the only way to go in this section. Grab the ceiling with your Bionic Arm and wait for a car to approach. Then let go and take it easy as the car delivers you to your destination.



DROP AND DANGLE

The only way to collect the 1-Up in this section is to approach it from above. Drop into the area and reach for the ledge with your Bionic Arm. When you've got the ledge, reel in the arm and collect the 1-Up.

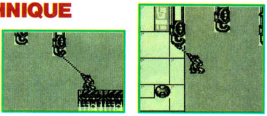


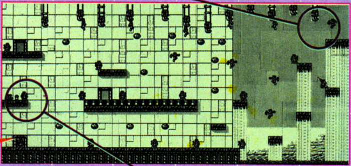
7

You'll need a powerful weapon and good control over the Bionic Arm in order to clear this area. If you're not qualified to move on, press and hold the Start Button and press the A and B Buttons at the same time to return to the DX-3 Turbocopter.

THE TARZAN TECHNIQUE

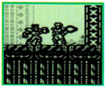
The only way to get from the ledge on the right side of this room to the ledge on the left side is to swing from one pulley to the next.

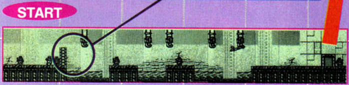




BLAST THE BARRIER

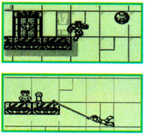
The wall near the beginning of this area will come down only if you're equipped with the Grenade Launcher. If you don't have it, clear Area 6 first.





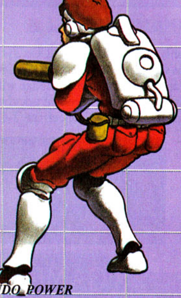
POWER-UPS OUT OF REACH

The Bio Protein and 1-Up on the ledge in this area are unapproachable from below. Drop from the ledge above the items and grab the goods with your Bionic Arm.



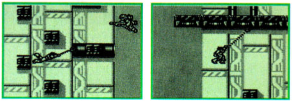
8

If you've been tapping into enemy transmissions you know that a mysterious General Rile is hiding out in this area. You'll earn an Area 9 permit if you manage to overpower the General and destroy the Area 8 Power Reactor.



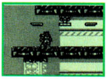
SPRING IS HERE

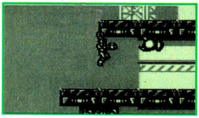
You'll catch a lot of air by falling onto the spring-loaded blocks in this section. Stay high by grabbing the ledge above you.

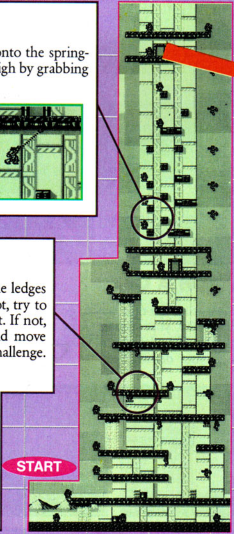


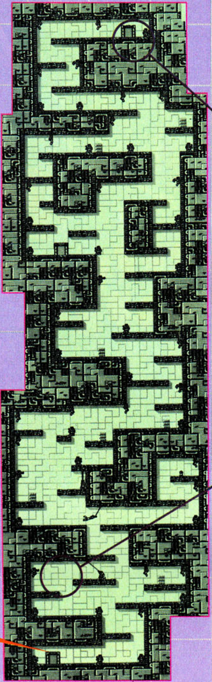
KEEP CLIMBING

Several laser cannons hang from the ledges in this area. If you have a clear shot, try to knock them out. If not, ignore them and move on to the next challenge.



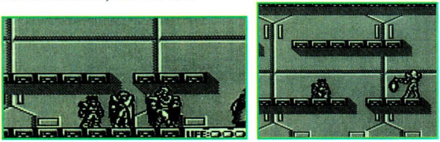






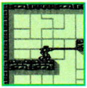
GENERAL RILE AWAITS

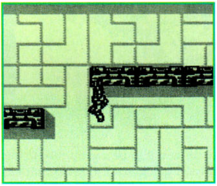
Your presence has been detected by General Rile and his cronies. After you exchange a few words with the villains, run to the other side of the screen, turn and fire.



LATERAL PROMOTION

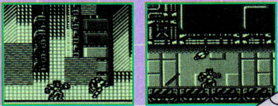
There's a lot of horizontal space between the ledges in this section. The only way to swing from one ledge to the next is by aiming your Bionic Arm directly out to the left or right. Then reel it in and get ready for another move.





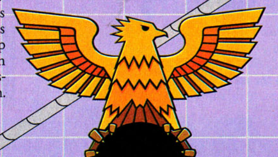
GEAR UP FOR MORE COMBAT ACTION!

The battle is only beginning! Super Joe remains somewhere behind enemy lines and the Albatross Project is still a mystery. In later stages of the game, you'll discover that the project involves a man-made island and a hidden cache of nuclear missiles that are nothing short of the makings for World War III! All that you can do is take the mission one step at a time. Keep your eyes open for clues, earn 1-Ups when you have the chance and continue to master the techniques of the Bionic Arm. Eventually, you'll walk away the hero.

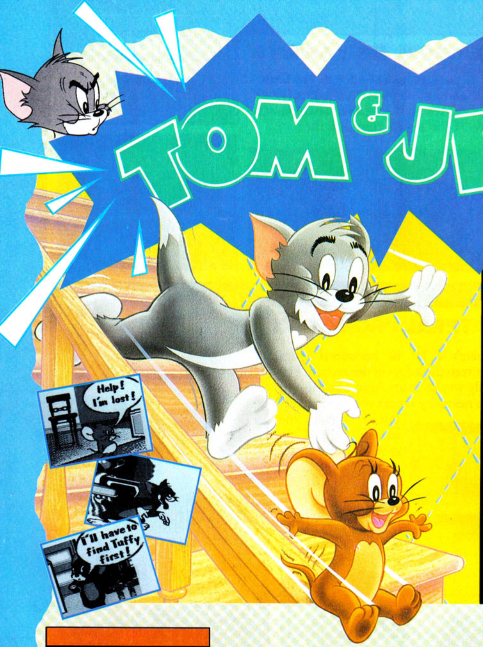


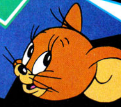
Explore the advanced areas of the Doraize Dukedom and uncover the secrets of the Albatross Project.

Your mission will end in the heart of enemy territory.



TOM & JERRY™


Help! I'm lost!
I'll have to find Tuffy first!



TUFFY'S IN TROUBLE

Tuffy Mouse is lost and Jerry must find him before Tom puts him in a sandwich. That's the idea behind this action-packed race against the clock featuring the classic cartoon duo. Excellent control, good graphics, ten stages, passwords and a two-player option round out Hi-Tech's Game Boy offering. If you like to play cat and mouse, this is your game.

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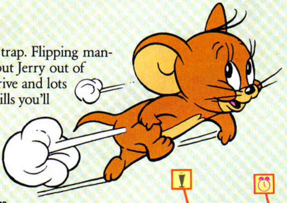
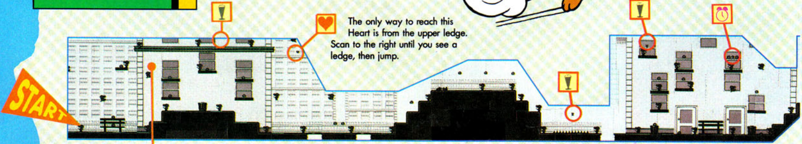
Level 1
the Street

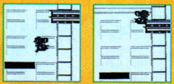
This street turns out to be a giant mouse trap. Flipping manhole covers and spiked roads threaten to put Jerry out of action. On the upside, Jerry has a car to drive and lots of Cheese to collect. High on the windowsills you'll collect special Items, if you can find the hidden ledges to reach them.





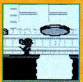
The only way to reach this Heart is from the upper ledge. Scan to the right until you see a ledge, then jump.

REACHING THE HEIGHTS

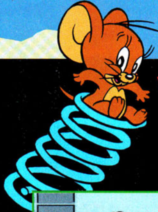


How can Jerry reach the Items on the building's highest ledge? Look for a hidden ledge to the left using the Scan feature, then super jump to it.

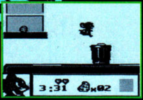
FLIPPING OUT



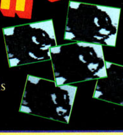
Jerry should be careful around the flipping manhole covers. Wait until they are covering the hole, then jump over them.



PLAY IN GOOD HEALTH!



Jerry has five expressions, from a bright smile to a look of high anxiety, that indicate his health. If he's hit, he'll go down one level, but if Jerry gets a Star, it improves his health by one level.



……COLLECT THESE ITEMS……

Many of the Items will be found easily, but some are hidden in secret places. Always use the Scan feature to look beyond the edge of the screen.

CHEESE

Collect all the chunks of Cheese that you can to boost your score.

CLOCK

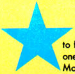
Hickory, dickery, dock, Jerry must find a Clock, which adds 30 seconds to the Timer.

HEART

Hearts add an extra Life for Jerry, but they're usually difficult to find.

SODA

Find all four Ice Cream Sodas in one stage and you'll earn a Life Heart.



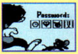
STAR

Stars aren't easy to find, but if you do get one, it will improve Jerry's Mouse-Meter.

BOMB

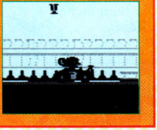
It takes two Bomb shots to send Tom packing, but one Bomb Item counts for six shots.

The Passwords are made up of graphic elements from the game, like the Clock. Use the Password to bypass completed stages.

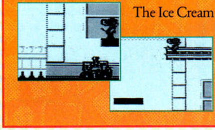


STEEL BELTED RADIALS

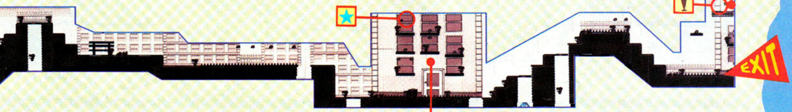
No spike is too sharp for the tires of Jerry's car. Once he's behind the wheel, Jerry can drive over the spikes without suffering damage. Be sure to jump before the car falls into a hole.



SODA BREAK

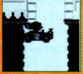


The Ice Cream Soda and other Items near the end of the stage are easy to miss. Jump from the car to the ledge before you reach the Exit.



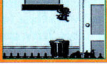
A HOLE IN YOUR PLANS

Look for the bottomless holes in the road. They'll swallow up Jerry's car, and Jerry, too, if he doesn't jump to safety before the plunge.



EXTRA CHEESE, ANYONE?

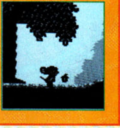
The windowsills of this building are filled with Cheese, but you should stop only if plenty of time remains on the Timer.



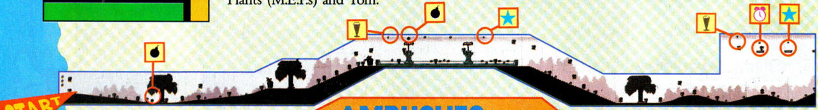
Level 2
the Park

The Park may seem like a pleasant place, but there are just as many dangers here as in the Street. Jerry can run at top speed through much of this stage, but he'll have to be on his guard for falling acorns, Mouse Eating Plants (M.E.P.s) and Tom.

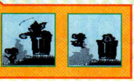
HEADACHES



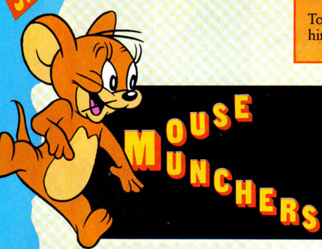
The Acorns fall in bunches, so you'll have to time your run beneath the trees. If you do get hit, look for the Stars above the fountains.



AMBUSHES



Tom is hiding in the garbage can. Wait for him to pop inside the can, then proceed.



TOM

Tom tries to ambush Jerry at every turn.

M.E.P.

"Leaf" these Mouse Eating Plants alone.

SEA URCHIN

Don't step on a spiny Sea Urchin!

ACORN

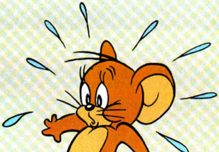
Falling acorns can bonk Jerry on the head.

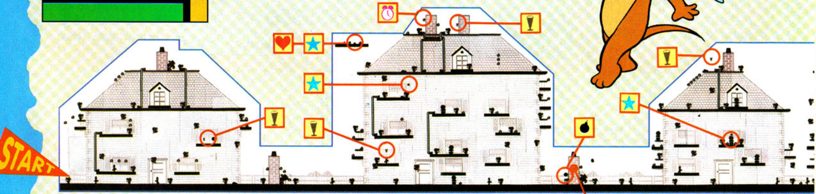
TOY SOLDIERS

The Toy Soldiers patrol limited areas.

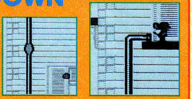
Level 3
the Rooftops

Toy Soldiers patrol the ground and ledges while Tom attacks from behind the chimneys. There's a new way to travel, too. Try crawling through the gutter pipes. Don't forget to look for items on the lower ledges as well as the upper ledges.



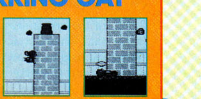


PIPE UP, PIPE DOWN



The only way to reach the rooftops is by crawling up the gutter pipes. Jerry can climb through the pipe, either up or down.

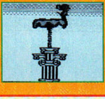
CAUTION: LURKING CAT

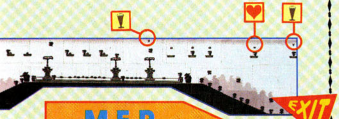


If Jerry comes too close to a chimney, Tom will lean out and take a swipe at him. You may want to ignore the Cheese found here.

FANTASTIC FOUNTAINS

Jump to the top of the fountain when the water surges. From there you can jump to the ledges for items.





M.E.P.

The M.E.P.s grow thick in some areas. Make sure you jump cleanly over them. Don't waste Bombs trying to destroy the plants.

MOUSETRAPS

Mousetraps snap hard and leap into the air.

PICTURES

Picture frames can fall off the wall.

SKIP THE EXIT

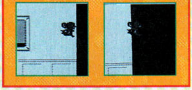
Jump over the Exit on top of the roof if you have time left on the Timer. You can collect more Cheese on the left.

Level 4
the Lounge

Inside this tall, narrow house, the only way to go is up. Use dumbwaiter elevators and chair cushions to reach higher levels. Tom will attack from behind the brick walls. Don't be lured by the Cheese.

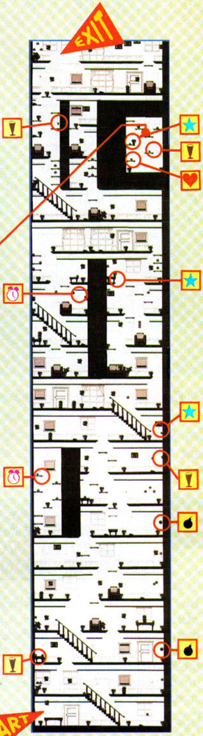
HIDEAWAY

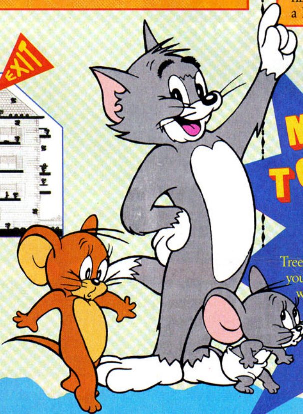
Jump up and to the right against the wall to enter a room with many items.



ARM CHAIRS

They may look like ordinary comfy chairs, but they are really spring-loaded mousecapults capable of flinging Jerry to a higher floor.





MORE TO COME

Jerry still has six more stages to go: the Shower stage, the Kitchen, the Garage, the Garden, the Treetop and the Bedroom. In each, you must race the clock while staying out of trouble. Are you mouse enough to do it?

DOUBLE DRAGON 3™
THE ARCADE GAME

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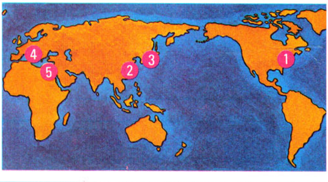
Double Dragon 3 from Acclaim delivers a one-two punch as sure and steady as its predecessors with another slam-banger from Billy and Jimmy Lee. Get set for more Game-Linking, street-fighting action.

THE WIDE WORLD OF BONE-CRUNCHING

Ever since the Black Shadow Warriors called it quits and Marion decided to settle down, the Lee brothers have been looking for a fight in locations throughout the world. Now, a fortuneteller has asked them to recover the Rosetta Stones before another group of bruisers can use the gems for evil intentions. Billy and Jimmy have accepted the challenge.

THE WORLD TOUR	1 AMERICA	2 CHINA
3 JAPAN	4 ITALY	5 EGYPT



ALL THE RIGHT MOVES

Fast feet and flying fists are trademarks of the Lee brothers' fighting style. They've made punching and kicking an art form. They've also perfected a High Kick, a Spinning Cyclone Kick and the Wall Drop Kick which involves bouncing off barriers and landing on creeps. And, if that's not enough, they can buy weapons along the way.

PUNCH

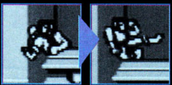
KICK

HIGH KICK

CYCLONE

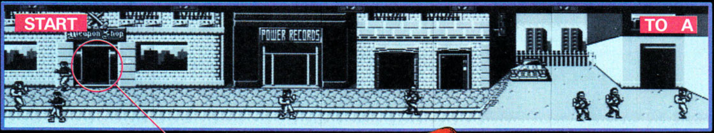
STICK

NUNCHUKS


WALL DROP KICK

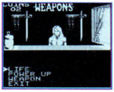
MISSION 1: AMERICA

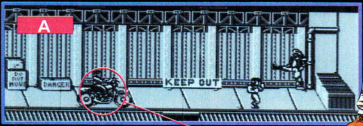
Before they can leave for their journey around the world, the Lee brothers have to take care of a few things at home. A horde of hooligans are holed up in a New York warehouse. Help Billy and Jimmy send those punks packing.



STOCK UP

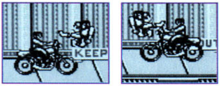
The neighborhood store sells 1-Ups, energy refills and big sticks. You can either buy two items here or save your Coins for supplies on the road.





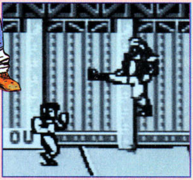
CHOPPER CHUMPS

Madmen on motorcycles roar up and down the warehouse walkway. You can knock them out of their seats as they fly by with a quick High Kick.



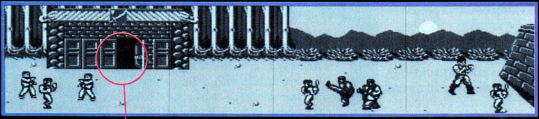
BEAT THE BIG MAN

The leader of the warehouse is a big man who specializes in High Kicks. Take care of this goon's cronies first, then serve up a few High Kicks of your own.



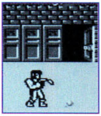
MISSION 2: CHINA

The first of the Rosetta Stones is guarded by a group of Kung Fu Masters. If you've been studying your fighting techniques, though, they'll seem more like practice dummies. Plow through these imposters and claim the stone.



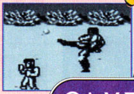
ARM YOURSELF

Before you start busting bad guys, you can pick up a few helpful items. Nunchuks are a must. You can also purchase extra energy or the Cyclone Kick.



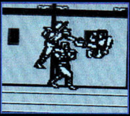
FIGHT FOR THE STONE

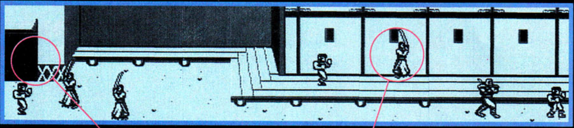
The Kung Fu gang is led by a fighting giant. He'll step in when you close in on the stone. Cut this creep down to size with the Nunchuks or a few well-placed High Kicks.



MISSION 3: JAPAN

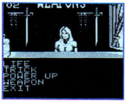
Samurai warriors protect the second Rosetta Stone in a small Japanese village. Even though they carry big swords, these fiends will fall quickly if you show them the right moves. Knock them out with High Kicks and power Punches.

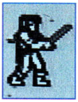




POWER-UP

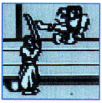
Before you start fighting, you should duck into the store on the edge of town and Power-Up. The best buys are on big sticks and 1-Ups. You can also get energy and learn a speed kicking technique.

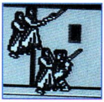




SAMURAI SMASH

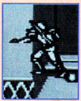
The inhabitants of this town spend more time meditating than they spend fighting. You should be able to make short work of these slow-movers with very little effort.

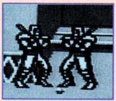




ROCK COLLECTION

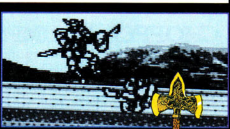
The guardians of the second stone are Samurai twins. Before you can take the rock, you'll have to punch out this pair of fighters. Try to take them on one at a time.

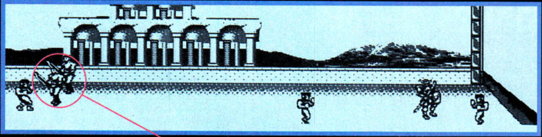


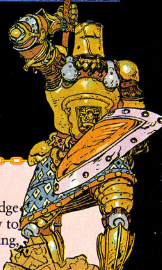


MISSION 4: ITALY

Legend has it that the third Rosetta Stone was stolen from the Orient by European sailors centuries ago. Now it can be found in a small town in Italy. Surprise the villagers with a few swift kicks and take the stone as your own.

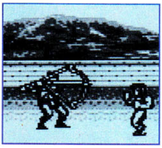


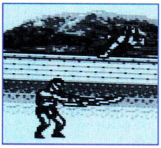




ARCHER ATTACK

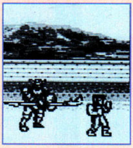
All of the creeps in town are armed with bows and arrows. Move quickly to dodge the projectiles coming your way, then whomp those William Tells with all of the firepower that you can muster.

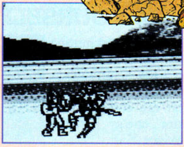




WARRIOR WORKOUT

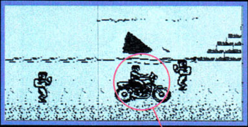
The heavily armored warrior at the edge of town attacks with a long spear. Try to stay out of reach while he's swinging, then move in with a High Kick.

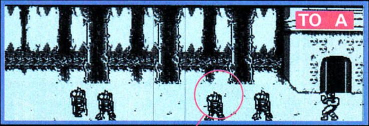




MISSION 5: EGYPT

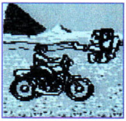
Once you have all of the Rosetta Stones, the fortuneteller will take you to Egypt. She'll ask you to use the power of the stones to defeat the villains who were trying to steal them.





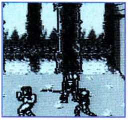
BIKER BATTLE

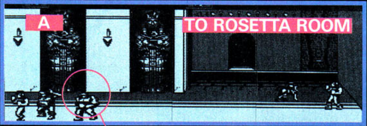
Three motorcycle maniacs buzz by at the foot of the pyramids. You can knock these characters from their bikes if your timing is right. Before they hit you, jump and deliver a High Kick.



SIDE SWIPE

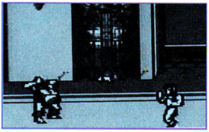
When you're just outside the Rosetta Ruins, you'll come across a group of whip-wielding fiends. Since these creatures can fight opponents head-on from a good distance, you should attack them from the side.





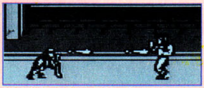
ARMED FIGHTERS

The guards in this hall will fire projectiles from their arms. Avoid the shots and move in slowly.



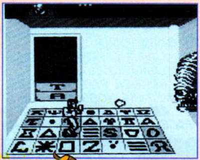
THE TABLES TURN

The fortuneteller attacks as you close in on the Rosetta Room. Hit this greedy villain with High Kicks.



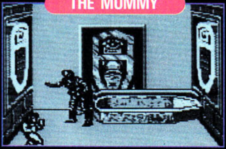
THE ROSETTA ROOM

There are several tiles that are decorated with symbols in this booby-trapped room. Unless you step on the tiles with the letters in the word "Rosetta" on them, you'll be ambushed.

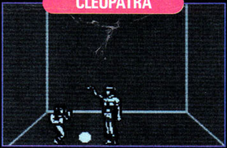


THE FINAL FIGHT

Once you defeat the fortuneteller and escape from the Rosetta Room, there will be only two more villains to conquer; the Mummy and Cleopatra. Stay away from these classic creeps as they attack, then move in with everything you have.

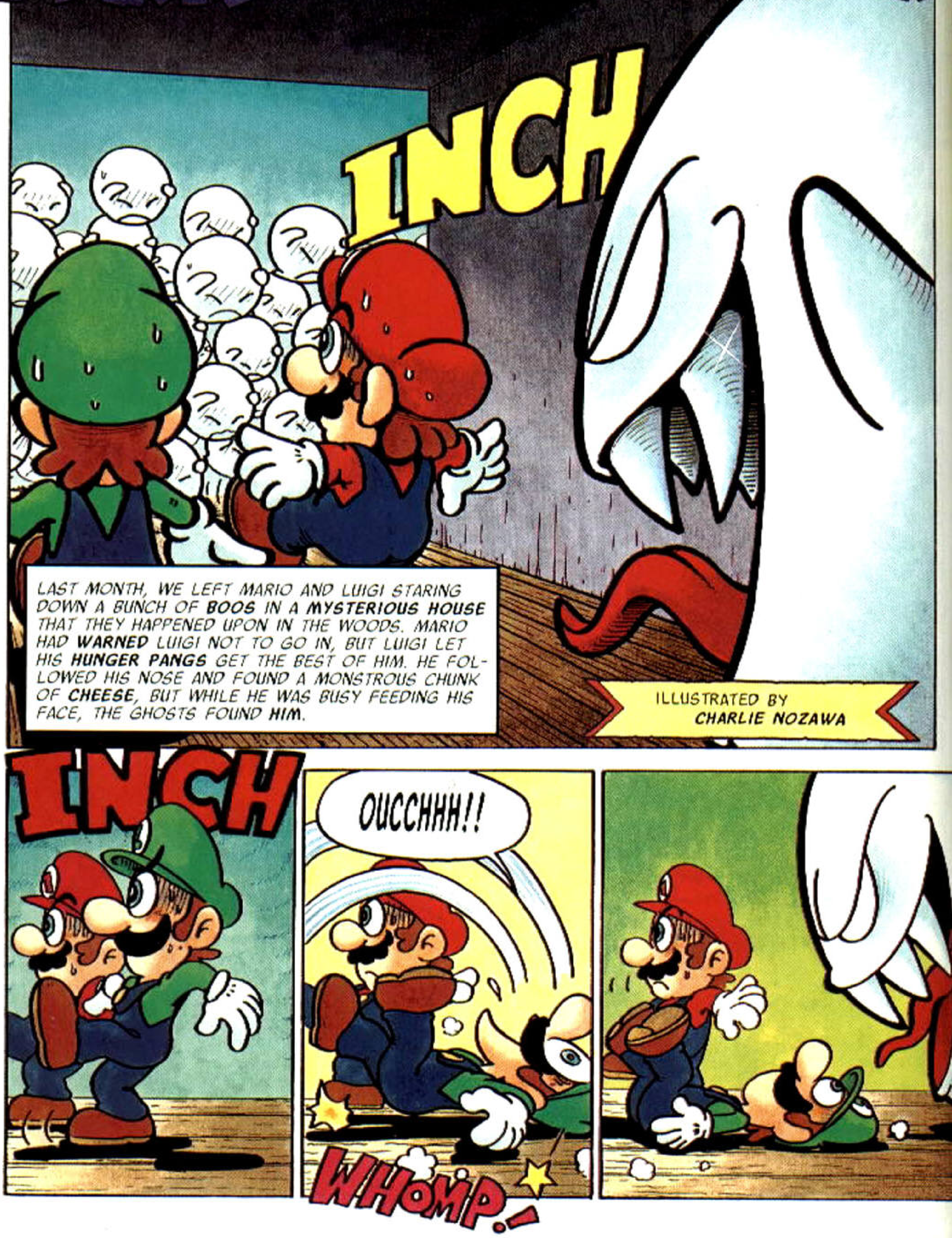


THE MUMMY



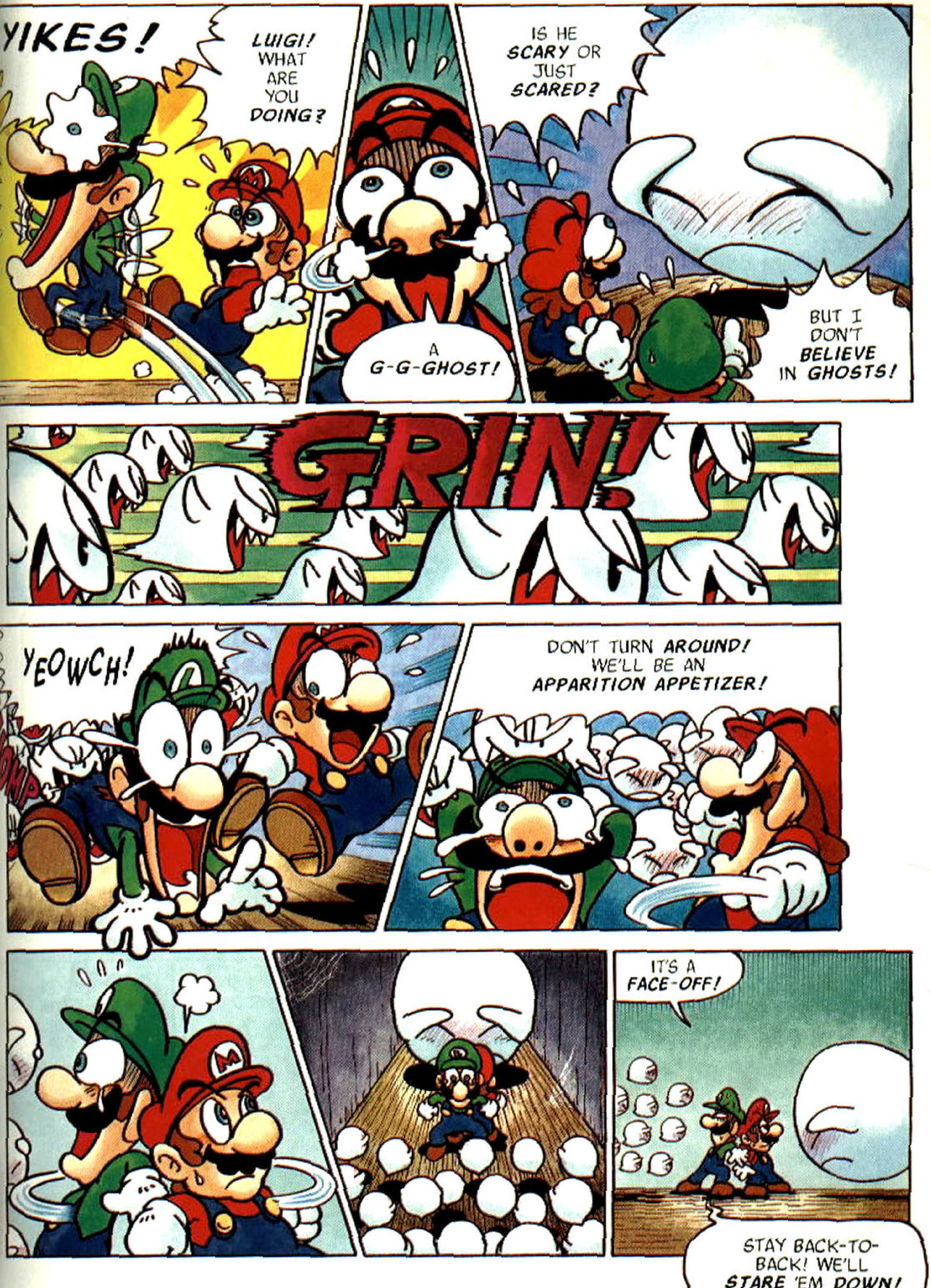
CLEOPATRA

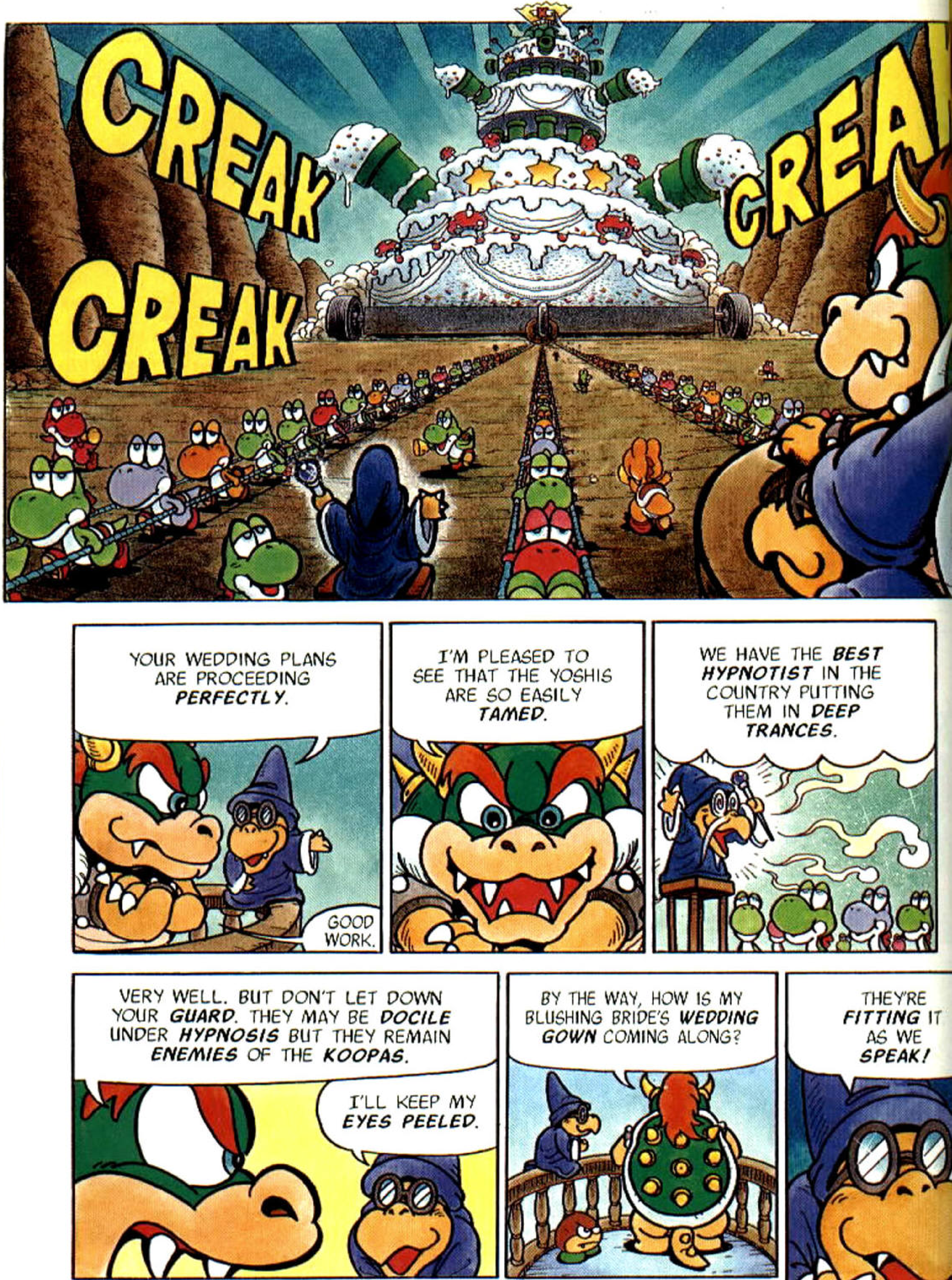
SUPER MARIO ADVENTURES

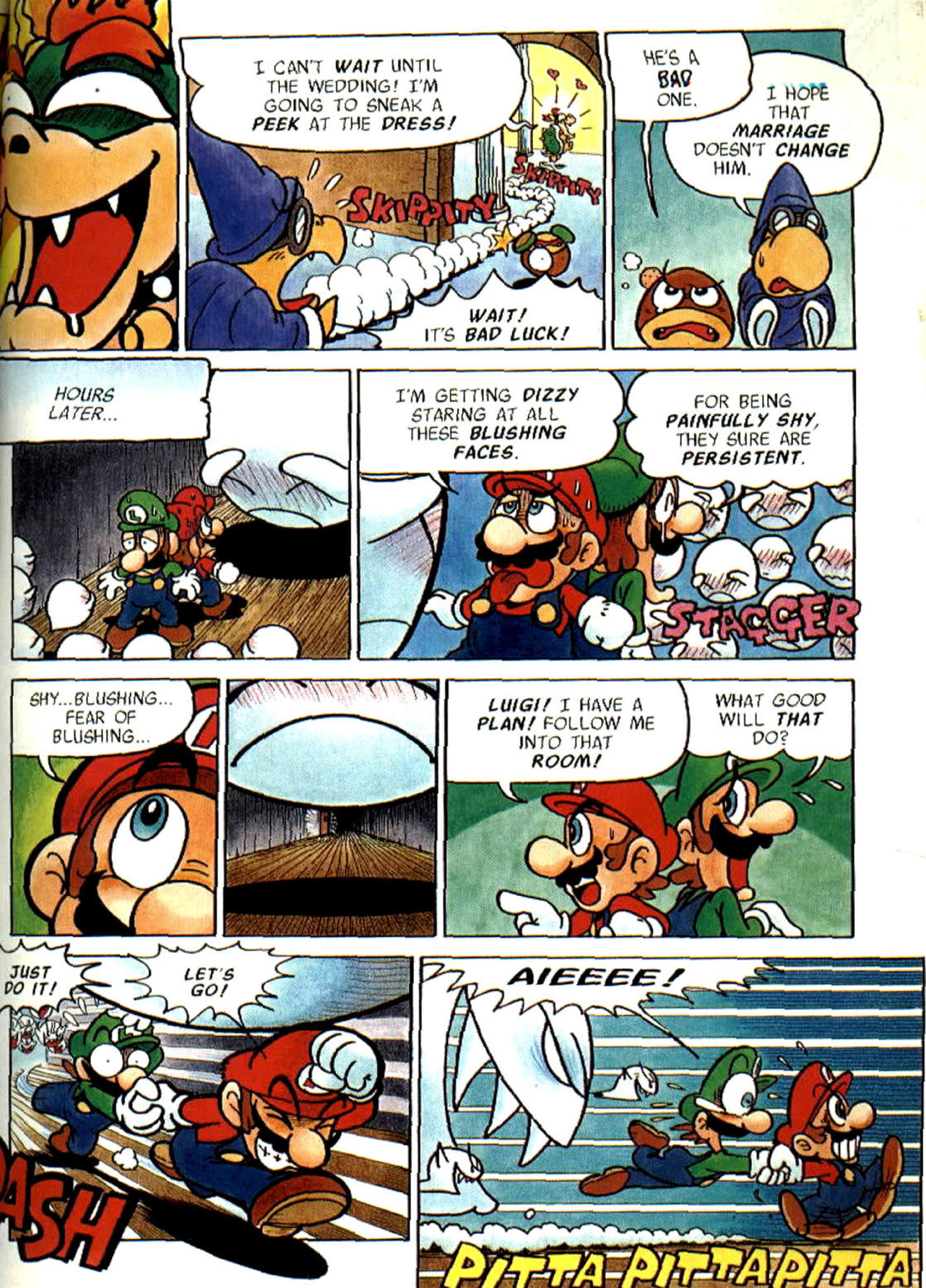

INCH
INCH
OUCCHHH!!
WHOMP!

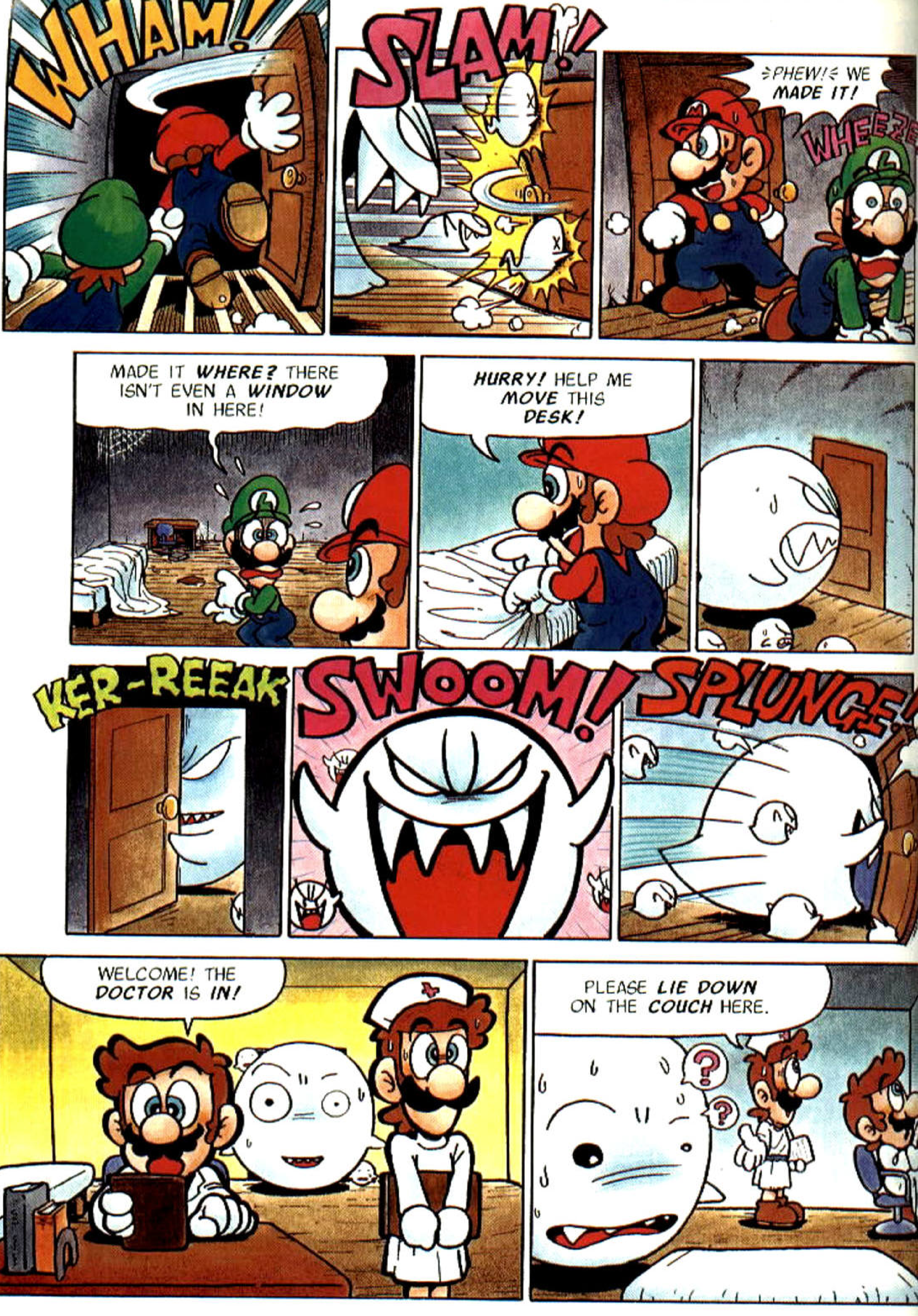
LAST MONTH, WE LEFT MARIO AND LUIGI STARING DOWN A BUNCH OF **BOOS** IN A **MYSTERIOUS HOUSE** THAT THEY HAPPENED UPON IN THE WOODS. MARIO HAD **WARNED** LUIGI NOT TO GO IN, BUT LUIGI LET HIS **HUNGER PANGS** GET THE BEST OF HIM. HE FOLLOWED HIS NOSE AND FOUND A MONSTROUS CHUNK OF **CHEESE**, BUT WHILE HE WAS BUSY FEEDING HIS FACE, THE GHOSTS FOUND **HIM**.

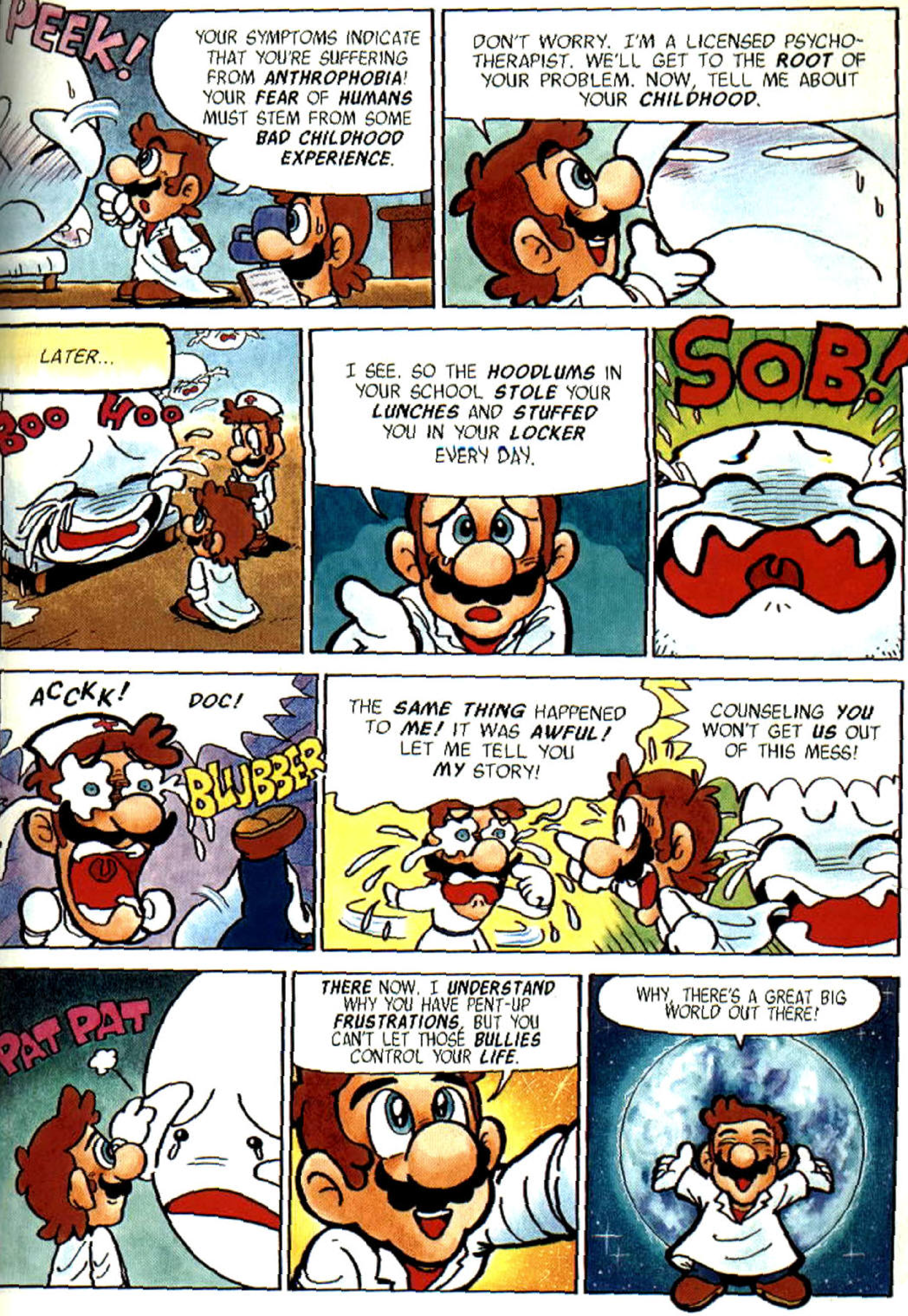
ILLUSTRATED BY
CHARLIE NOZAWA

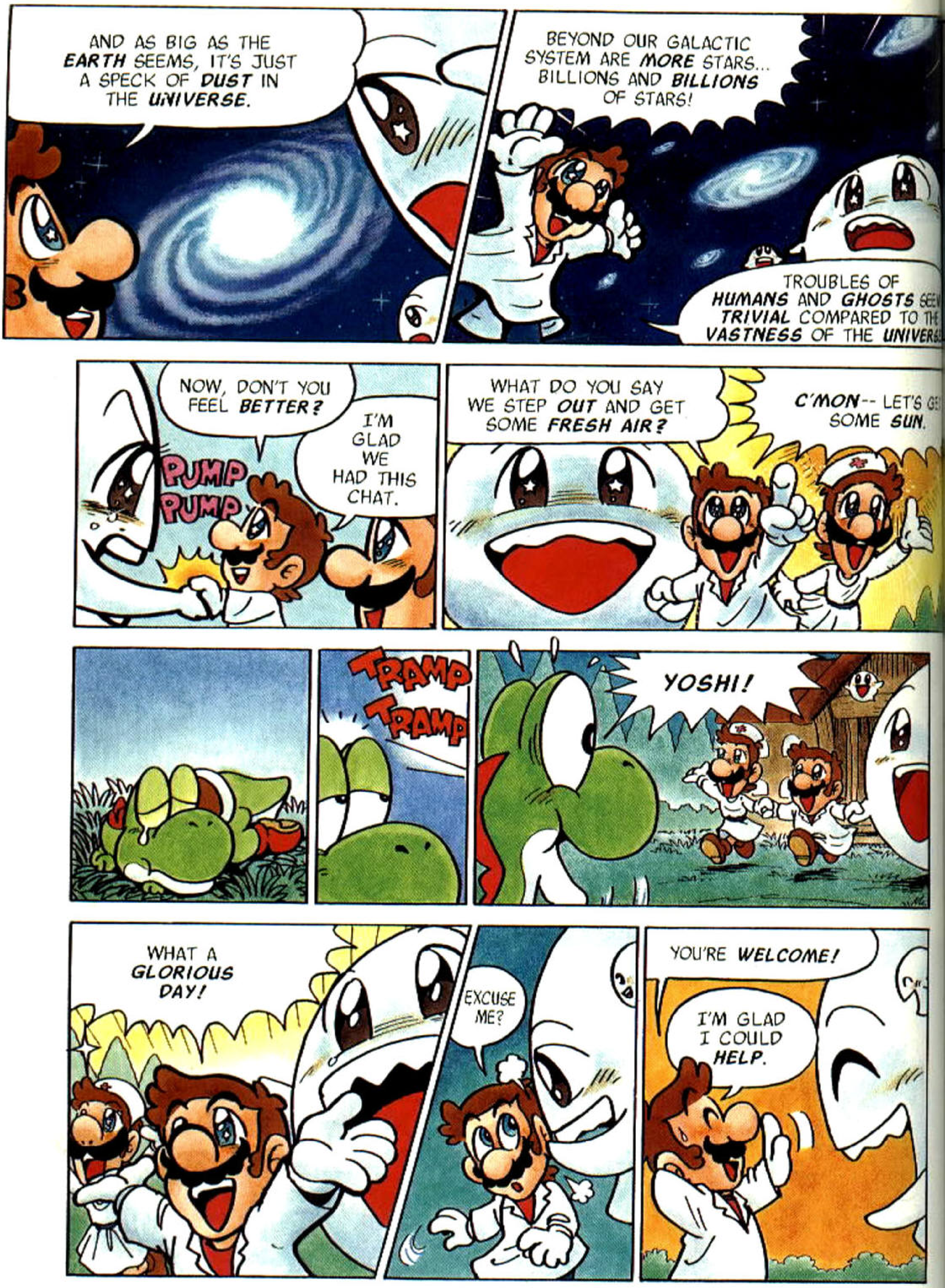

YIKES!
LUIGI! WHAT ARE YOU DOING?
A G-G-GHOST!
IS HE SCARY OR JUST SCARED?
BUT I DON'T BELIEVE IN GHOSTS!
GRIN!
YEOWCH!
DON'T TURN AROUND! WE'LL BE AN APPARITION APPETIZER!
IT'S A FACE-OFF!
STAY BACK-TO-BACK! WE'LL STARE 'EM DOWN!

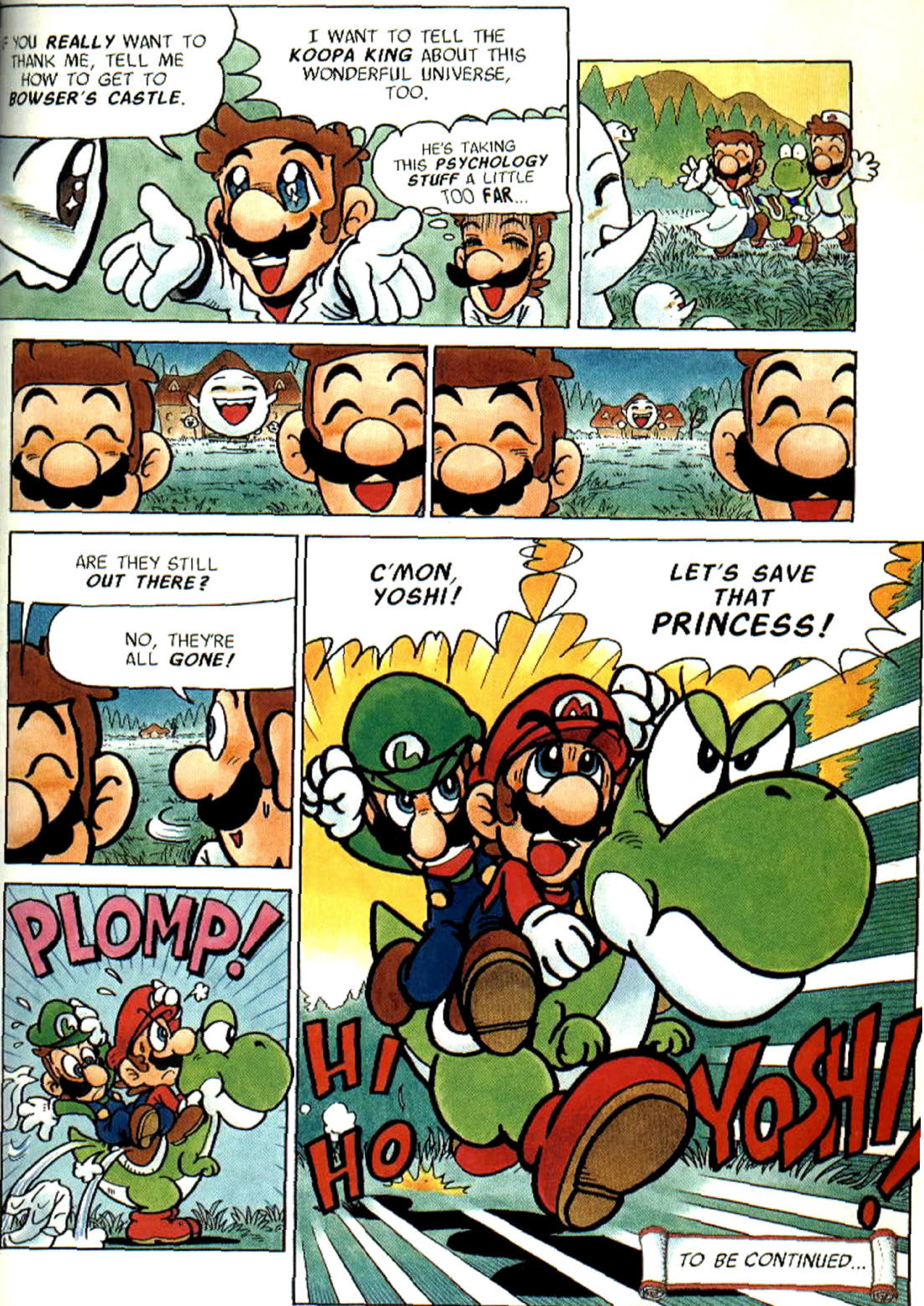

CREAK
CREAK
CREA
YOUR WEDDING PLANS ARE PROCEEDING *PERFECTLY*.
GOOD WORK.
I'M PLEASED TO SEE THAT THE YOSHIS ARE SO EASILY *TAMED*.
WE HAVE THE *BEST HYPNOTIST* IN THE COUNTRY PUTTING THEM IN *DEEP TRANCES*.
VERY WELL. BUT DON'T LET DOWN YOUR *GUARD*. THEY MAY BE *DOCILE* UNDER *HYPNOSIS* BUT THEY REMAIN *ENEMIES* OF THE *KOOPAS*.
I'LL KEEP MY *EYES PEELED*.
BY THE WAY, HOW IS MY BLUSHING BRIDE'S *WEDDING GOWN* COMING ALONG?
THEY'RE *FITTING* IT AS WE *SPEAK!*


I CAN'T WAIT UNTIL THE WEDDING! I'M GOING TO SNEAK A PEEK AT THE DRESS!
SKIPPITY
SKIPPITY
WAIT! IT'S BAD LUCK!
HE'S A BAD ONE.
I HOPE THAT MARRIAGE DOESN'T CHANGE HIM.
HOURS LATER...
I'M GETTING DIZZY STARING AT ALL THESE BLUSHING FACES.
FOR BEING PAINFULLY SHY, THEY SURE ARE PERSISTENT.
STAGGER
SHY...BLUSHING... FEAR OF BLUSHING...
LUIGI! I HAVE A PLAN! FOLLOW ME INTO THAT ROOM!
WHAT GOOD WILL THAT DO?
JUST DO IT!
LET'S GO!
ASH
AIEEEEE!
PITTA PITTAPITTA


WHAM!
SLAM!
PHEW! WE MADE IT!
WHEEZE
MADE IT WHERE? THERE ISN'T EVEN A WINDOW IN HERE!
HURRY! HELP ME MOVE THIS DESK!
KER-REEAK
SWOOM!
SPLUNGE!
WELCOME! THE DOCTOR IS IN!
PLEASE LIE DOWN ON THE COUCH HERE.


PEEK!
YOUR SYMPTOMS INDICATE THAT YOU'RE SUFFERING FROM ANTHROPHOBIA! YOUR FEAR OF HUMANS MUST STEM FROM SOME BAD CHILDHOOD EXPERIENCE.
DON'T WORRY. I'M A LICENSED PSYCHOTHERAPIST. WE'LL GET TO THE ROOT OF YOUR PROBLEM. NOW, TELL ME ABOUT YOUR CHILDHOOD.
LATER...
BOO HOO
I SEE. SO THE HOODLUMS IN YOUR SCHOOL STOLE YOUR LUNCHES AND STUFFED YOU IN YOUR LOCKER EVERY DAY.
SOB!
ACCKK!
DOC!
BLUBBER
THE SAME THING HAPPENED TO ME! IT WAS AWFUL! LET ME TELL YOU MY STORY!
COUNSELING YOU WON'T GET US OUT OF THIS MESS!
PAT PAT
THERE NOW. I UNDERSTAND WHY YOU HAVE PENT-UP FRUSTRATIONS, BUT YOU CAN'T LET THOSE BULLIES CONTROL YOUR LIFE.
WHY, THERE'S A GREAT BIG WORLD OUT THERE!


AND AS BIG AS THE EARTH SEEMS, IT'S JUST A SPECK OF DUST IN THE UNIVERSE.
BEYOND OUR GALACTIC SYSTEM ARE MORE STARS... BILLIONS AND BILLIONS OF STARS!
TROUBLES OF HUMANS AND GHOSTS SEE TRIVIAL COMPARED TO THE VASTNESS OF THE UNIVERS
NOW, DON'T YOU FEEL BETTER?
PUMP PUMP
I'M GLAD WE HAD THIS CHAT.
WHAT DO YOU SAY WE STEP OUT AND GET SOME FRESH AIR?
C'MON-- LET'S GE SOME SUN.
TRAMP TRAMP
YOSHI!
WHAT A GLORIOUS DAY!
EXCUSE ME?
YOU'RE WELCOME!
I'M GLAD I COULD HELP.


F YOU REALLY WANT TO THANK ME, TELL ME HOW TO GET TO BOWSER'S CASTLE.
I WANT TO TELL THE KOOPA KING ABOUT THIS WONDERFUL UNIVERSE, TOO.
HE'S TAKING THIS PSYCHOLOGY STUFF A LITTLE TOO FAR...
ARE THEY STILL OUT THERE?
NO, THEY'RE ALL GONE!
PLOMP!
C'MON, YOSHI!
LET'S SAVE THAT PRINCESS!
HI HO YOSHI!
TO BE CONTINUED...

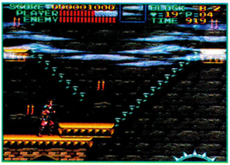
COUNSELORS' CORNER!

CASTLEVANIA IV

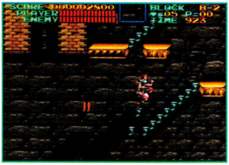
Kasey Curtis

HOW DO I BEAT THE GEAR WHEEL IN B-2?

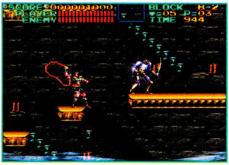
Some things in life are impossible, and this is one of them. You can't beat the Gear Wheel. As the screen scrolls upward, the Wheel keeps rolling, and if you are caught by it, you'll lose a life. It's as simple as that. The trick is to manage not to get caught. As soon as you get into the area of Block B-2, keep moving upward as quickly as you can. You can speed up your ascent by jumping onto the stairs. If you do, make sure you are pushing Up on the Control Pad when you make the jump, otherwise you'll fall through the steps and be lost. As in all areas of this game, practice makes perfect...or at least it may keep you alive.



The Gear Wheel appears at the bottom of the screen and rapidly comes after you.



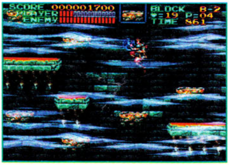
Jump onto the stairs while pushing Up on the Controller. Stairs fall away beneath your feet.



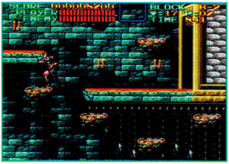
Don't waste too much time defeating the enemies. The Gear Wheel isn't far behind.

? HOW DO I GET PAST THE MOVING PLATFORMS? ?

Once you've climbed out of danger from the Gear Wheel, you'll meet a second challenge. Here there are stone platforms that fly up from below the screen. You'll have to ride on them to the exit. Jump onto the nearest platform, then continue to jump up to the higher platforms. In most cases, the original platform to which you jump will carry you into danger, so you want to keep moving.



Jump to the nearest of the moving platforms, then quickly jump again.



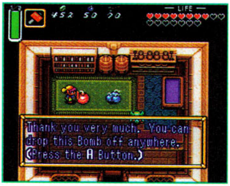
Keep moving to avoid the spiked ceilings that are found in this area.

THE LEGEND OF ZELDA A LINK TO THE PAST

WHERE ARE THE SUPER BOMBS?

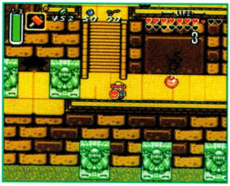
Reis Sherin

The Bomb Shop is in the same place as Link's House, except on the Dark World side. There you can purchase the Super Bomb for 100 Rupees. Once you've done so, the Super Bomb automatically trails behind Link wherever he goes. He should go straight to the Pyramid of Power. Drop the Super Bomb in front of the large, cracked block and stand back. You'll blast a hole into a secret chamber. The Faerie who lives in the chamber will give you a special gift.



Thank you very much. You can drop this Bomb off anywhere. (Press the A Button.)

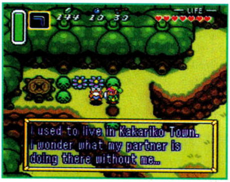
Buy the Super Bomb in the Dark World shop where Link's House is in the Light World.



Bomb the cracked stone on the side of the Pyramid. Inside, you'll get the Silver Arrows.

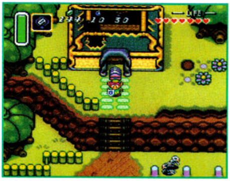
HOW DO I GET THE FOURTH MAGIC BOTTLE?

South of the town in the Dark World, Link will come upon a frog who tells a strange tale. The frog claims that his partner lives in Kakariko Village—a place where there are no frogs. In fact, the frog is referring to the blacksmith. Take the frog back to the blacksmith and watch the joyful reunion. As a reward, you will be told of a Treasure Chest in the ruined smithy on the Dark World side. Go to the Dark World while the two partners are working on your sword. Take the Treasure Chest in tow and go to the sleeping man near the desert. He will wake up and pick the lock of the Treasure Chest. Inside, you'll find the fourth Magic Bottle.

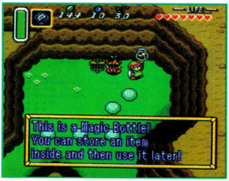


I used to live in Kakariko Town. I wonder what my partner is doing there without me...

Listen to the pitiful frog and return him to the Light World where his partner is the blacksmith.



While the partners hammer your sword, go to the Dark World to fetch the Treasure Chest.

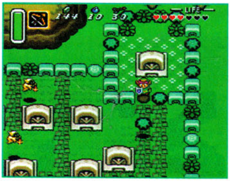


This is a Magic Bottle! You can store an item inside and then use it later!

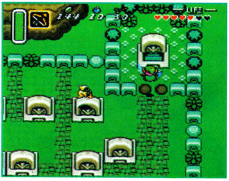
Haul the Chest to the sleeping thief near the Desert in the Light World to get the Magic Bottle.

WHERE IS THE CAPE?

The Cape's magical attribute is that it renders Link invisible. If you have difficulty finding it, you may think that the Cape itself is invisible. It isn't. It is just hidden. Once you have the Titan's Mitt, go to the Cemetery and remove the dark stones that block the enclosed tomb. Now, back off and Dash at the tombstone. Link's impact will open a secret passage beneath the tombstone. Inside, you'll find the Cape.



Remove the dark stones from in front of the enclosed tomb once you have the Titan's Mitt.



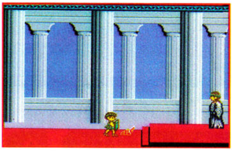
Dash against the tombstone and uncover a secret passage that leads to the Cape.

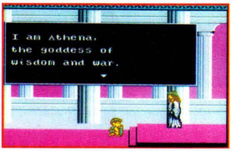
BATTLE OF OLYMPUS

HOW DO I DEFEAT THE VAMPIRE?

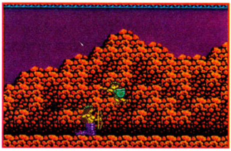
Nick Uttech

One of the best strategies is to make yourself hardier. Collect the first two Ambrosias (as described in the section below) before battling the Vampire. That will effectively double your Life Meter. You'll also want to increase your abilities by collecting various objects. See Hermes in his temple to get the Sandals so you can jump higher. Then visit Athena to obtain the Shield for better protection. With all these improvements, you should be able to withstand the Vampire's attacks long enough to defeat her.


Hermes will give you the Sandals, which allow you to jump higher during battle.


I am Athena,
the goddess of
wisdom and war.

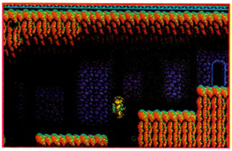
Athena's Shield will help protect you from mythical beasts like the Vampire.

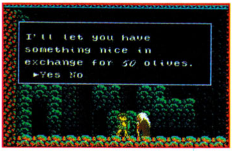

With Sandals, Shield and extra Life Meter, you should be able to defeat the Vampire.

WHERE ARE THE FIVE AMBROSIAS?

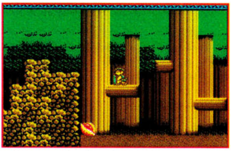
Each Ambrosia lengthens your overall Life Meter, and refills the Life Meter when you get it. The first Ambrosia is in Argolis. Take the second cave to the right and drop into the first pit left of the door to Hermes' Temple. Here you'll find a room full of snakes (called Salamanders). Collect 20 of these skins, then visit the old lady and buy the first Ambrosia.

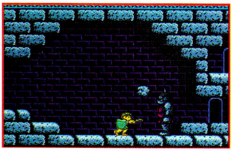
The second Ambrosia is in the woods of the Peloponnesian Forest. Look for a tree in the middle of the screen. Kneel on the branch and hit the tree to make the Ambrosia appear. Laconia is where you'll find the third Ambrosia. Defeat the second Cyclops to win the third Ambrosia. From the Fountain Room, go upstairs, then jump over the wide pits to the right. Inside, an old man will give you the fourth Ambrosia. The final Ambrosia is in Phrygia. After running past the guard at the entrance, you must fight two serpents. Use the Divine Sword and Bracelet to attack from no more than five squares away. When you see the third serpent, go upstairs to get the fifth Ambrosia. After boosting your strength, go back down to battle the third serpent and to win the Moonbeam.

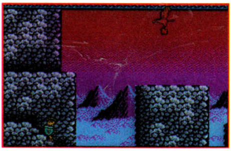

Fall into the hole left of the door to Hermes' Temple. Below, collect 20 "Salamander" skins.

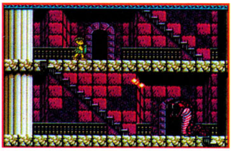

I'll let you have
something nice in
exchange for 50 olives.
▸Yes No

The first Ambrosia must be purchased from the old lady who demands 50 Olives.


In the Forest, kneel on the tree branch and hit the tree for the second Ambrosia.


Defeat the second Cyclops in Laconia to win the third Ambrosia Power-Up.


Come up the stairs from the Fountain Room and jump to the right to find the fourth Ambrosia.

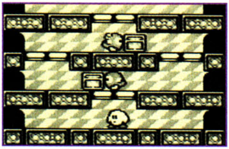

After defeating two serpents, head upstairs to get the fifth Ambrosia. Then fight the snake.

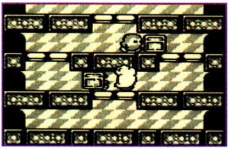
KIRBY'S DREAM LAND

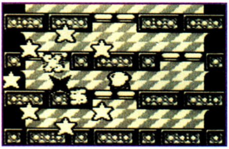
HOW DO I FIGHT LOLO AND LALA IN LEVEL 2?

Tony Burgess

The trick to beating Lolo and Lala is for Kirby to get behind one or the other of them. You can do this by dropping through the passage blocks from above, or by hopping up through a set of passage blocks from below once Lolo or Lala has passed by. Wait for them to pass, then drop down or jump up. Once he's behind the unsuspecting enemy, Kirby can inhale its block. The block will go right past its owner and get sucked up by Kirby. As soon as you inhale the block, spit it out at Lolo or Lala to score a hit. Keep this up until you've knocked out both Lolo and Lala.

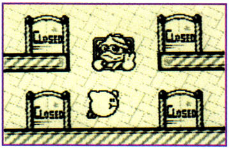

Position Kirby so he can pop up behind Lolo through the passage blocks.


Kirby can inhale the block right past Lolo, then spit it back to score a hit.

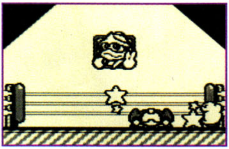

Keep up this strategy until Lolo and Lala have had enough. They'll vanish in a starburst.

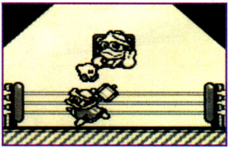
? HOW DO I BEAT KING DEDEDE? ?

One of the King's attacks is the Jump & Stomp. He jumps up and stomps down. When he hits the ground, stars appear from the impact. If Kirby is nearby, he can suck up the stars and spit them back at King Dedede to score a hit. This is really the only way to win. In the other two attacks, King Dedede runs back and forth trying to inhale Kirby, or he chases Kirby with a hammer. You can always escape by jumping or flying above the King when he charges at you. If you're really quick, you can use the stars from the Hammer to attack the King.

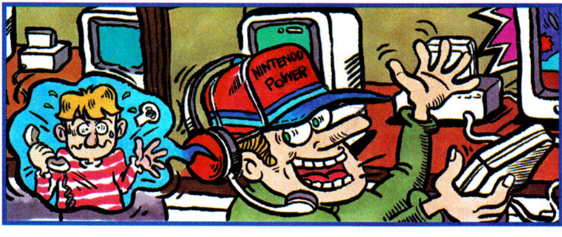


Defeat the four area bosses before moving on to King Dedede, the final foe.


When King Dedede stomps down, stars fly out. Kirby can suck up a star and spit it back.


King Dedede also runs around and attacks with a Hammer. You can jump or fly to avoid him.

THE PROS CAN SHOW YOU HOW IT'S PLAYED



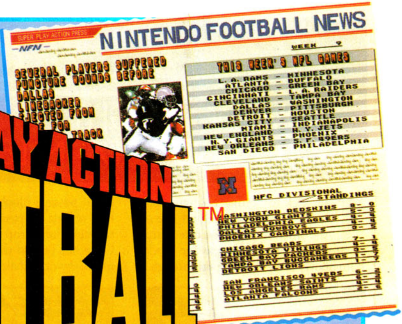
WRITE TO:

Counselors' Corner
P.O. Box 97033
Redmond, WA
98073-9733

CALL:

(206) 885-7529
Nintendo Game Play Counselors are on call Mon-Sat., 4:00 a.m. to Midnight and Sun., 8:00 a.m. to 5:00 p.m., Pacific time.

SUPER PLAY ACTION FOOTBALL™



SUPER PLAY ACTION PRESS

NINTENDO FOOTBALL NEWS

—NFN—

WEEK 9

SEVERAL PLAYERS SUFFERED
PUNCTURE WOUNDS BEFORE
DALLAS
LINEBACKER
EJECTED FROM
FOR
TRACK

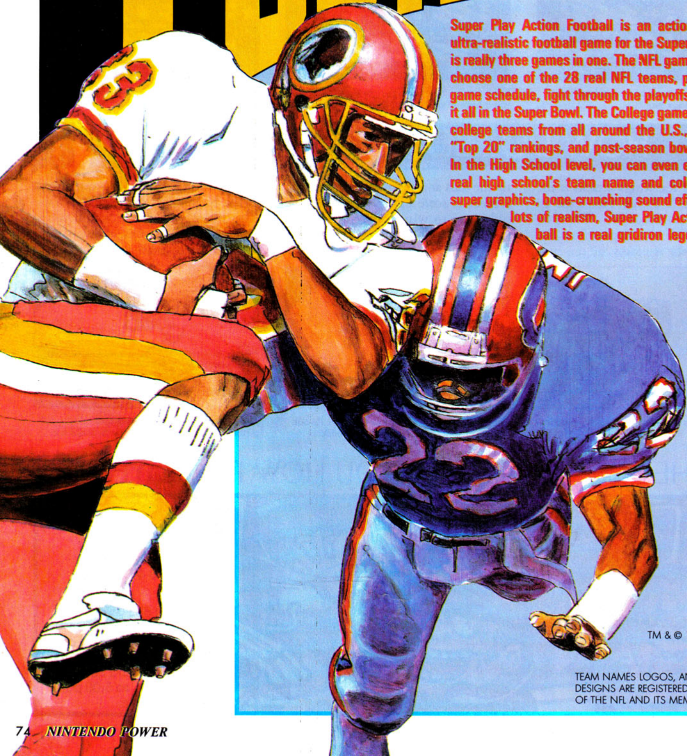
THIS WEEK'S NFL GAMES

L. A. RAMS - MINNESOTA
ATLANTA - BUFFALO
CHICAGO - GREEN BAY
CINCINNATI - L. A. RAIDERS
CLEVELAND - TAMPA BAY
DALLAS - WASHINGTON
DENVER - PITTSBURGH
DETROIT - HOUSTON
KANSAS CITY - SEATTLE
MIAMI - INDIANAPOLIS
NEW ENGLAND - N. Y. JETS
N. Y. GIANTS - PHOENIX
NEW ORLEANS - S. F. 49ERS
SAN DIEGO - PHILADELPHIA

NFC DIVISIONAL STANDINGS

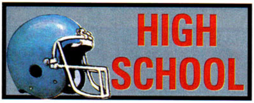
WASHINGTON REDSKINS	8- 0
NEW YORK GIANTS	5- 3
PHILADELPHIA EAGLES	4- 4
DALLAS COWBOYS	4- 4
PHOENIX CARDINALS	0- 5
CHICAGO BEARS	7- 1
MINNESOTA VIKINGS	4- 4
GREEN BAY PACKERS	3- 5
TAMPA BAY BUCCANEERS	1- 7
DETROIT LIONS	1- 7
SAN FRANCISCO 49ERS	6- 2
NEW ORLEANS SAINTS	6- 2
LOS ANGELES RAMS	4- 4
ATLANTA FALCONS	2- 6

Super Play Action Football is an action-packed, ultra-realistic football game for the Super NES that is really three games in one. The NFL game lets you choose one of the 28 real NFL teams, play a 16-game schedule, fight through the playoffs, and win it all in the Super Bowl. The College game offers 97 college teams from all around the U.S., accurate "Top 20" rankings, and post-season bowl games. In the High School level, you can even enter your real high school's team name and colors. With super graphics, bone-crunching sound effects, and lots of realism, Super Play Action Football is a real gridiron legend!



TM & © 1992 Nintendo

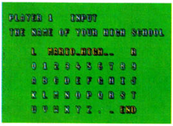
TEAM NAMES LOGOS, AND HELMET DESIGNS ARE REGISTERED TRADEMARKS OF THE NFL AND ITS MEMBER CLUBS



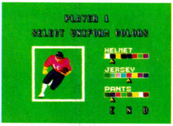
The High School game lets you control your real school's team as it plays against an actual cross-town rival or challenges the top computer high school teams.

BE TRUE TO YOUR SCHOOL

After naming your high school whatever you like, you can re-create your school's uniform by changing the colors of your helmet, jersey, and pants.



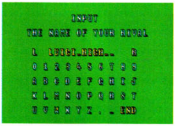
PLAYER 1 INPUT
THE NAME OF YOUR HIGH SCHOOL
L MARIO_HIGH__ R
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z . _ END



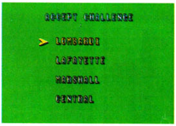
PLAYER 1
SELECT UNIFORM COLORS

CHOOSE YOUR OPPONENT

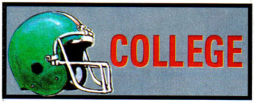
You can choose to play one of the highly-touted computer teams, or you can play against your school's real-life rival by entering its team name and colors just like you did for your team.



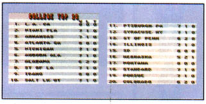
INPUT
THE NAME OF YOUR RIVAL
L LUIGI_HIGH__ R
0 1 2 3 4 5 6 7 8 9
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z . _ END



ACCEPT CHALLENGE
> LOMBARDI
LAFAYETTE
MARSHALL
CENTRAL



Guide your favorite college team through a grueling, 11-week season. You can schedule your own opponents and track your progress in a weekly "Top 20" poll on your way to a bowl bid and a shot at the U.S. national championship.

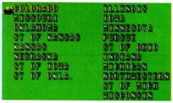


COLLEGE TOP 20

```
                 W L T
1.  L.A. CA      8 0 0
2.  MIAMI FLA    7 1 0
3.  ARKANSAS     7 1 0
4.  ATLANTA GA   8 0 0
5.  MICHIGAN     7 1 0
6.  AUBURN ALA   7 1 0
7.  ALABAMA      6 2 0
8.  ST OF LA     7 1 0
9.  IDAHO        8 0 0
10. SALT LK UT   7 1 0
11. PTSBURGH PA  7 1 0
12. SYRACUSE NY  7 1 0
13. ST OF PENN   6 2 0
14. ILLINOIS     7 1 0
15. SD           8 0 0
16. NEBRASKA     5 2 1
17. MONTANA      8 0 0
18. STANDARD     7 1 0
19. PURSUE       7 1 0
20. COLORADO     6 2 0
```

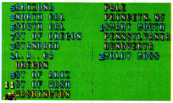
REAL COLLEGE TEAMS

With 97 different schools to choose from, you can schedule your team against the toughest competition and try to impress the Top 20 voters or load up on cupcakes and guarantee a good record.



```
COLORADO         ILLINOIS
MISSOURI         IOWA
OKLAHOMA         MINNESOTA
ST OF KANSAS     PURSUE
KANSAS           ST OF OHIO
NEBRASKA         INDIANA
ST OF IOWA       MICHIGAN
ST OF OKLA.      NORTHWESTERN
                 ST OF MICH
                 WISCONSIN
```

Scroll through all six pages before deciding on your team.

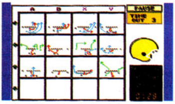


```
5ARIZONA           YALE
8NORTH CAL         PRINCETN,NJ
6SOUTH CAL        1SMART MOUTH
7ST OF OREGON      PENNSYLVANIA
3STANDARD          RUNOVERYA
4L.A., CA         2MOLDY MOSS
 OREGON
9ST OF ARIZ
11ST OF WASH
 WASHINGTON
```

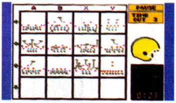
Schedule the 11 schools in the order you want to play them.

OFFENSIVE & DEFENSIVE PLAYBOOKS

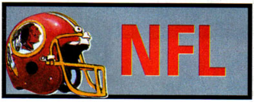
Can Washington's defense bring you a national championship? How about Miami's vaunted passing attack? Or maybe Colorado's punishing ground game . . . each team has its own playbook and style, so each season is different.



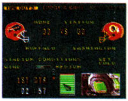
Colorado's offense is loaded with run option plays.



Washington's defense is tough against the run.

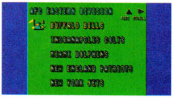


Experience the rigors of a full NFL season that is never the same twice, no matter how many times you play. Player statistics are saved every week, and you can measure your players against the rest of the league on the post-season Leader Board.



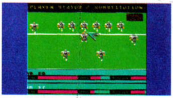
28 NFL TEAMS AND PLAYERS

All 28 NFL teams are included, each with its own 16-game season and playoff schedule. Substitute players from your 30-man roster for injured or tired players and bring in extra men to run special nickel defenses or 3-wide receiver offenses.



AFC EASTERN DIVISION
BUFFALO BILLS
INDIANAPOLIS COLTS
MIAMI DOLPHINS
NEW ENGLAND PATRIOTS
NEW YORK JETS

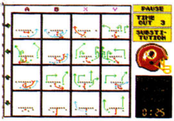
Teams are divided into their real NFL divisions and conferences.

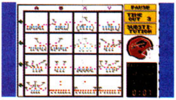


Watch the Energy Meters so you can substitute for tired players.

OFFENSIVE & DEFENSIVE PLAYBOOKS

Offensive players can choose two audibles at the start of each quarter that can be called using the L and R Buttons. There are 32 offensive and 16 defensive plays in each playbook, and each team has its own playbook.



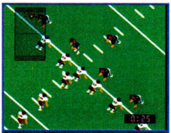


SUPER PLAY ACTION FOOTBALL™

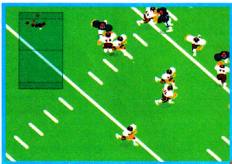
SUPER BOWL

Nothing compares to the excitement and drama of the Super Bowl, especially in Super Play Action Football. Now join the Washington Redskins and Buffalo Bills as they battle for Super NES superiority. With Buffalo leading 21-17, late in the 4th Quarter, Washington has the ball, 1st and Goal to Go, on the 10-yard line.

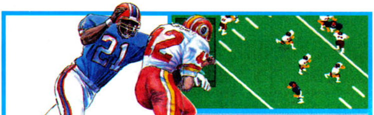
1ST DOWN AND 10



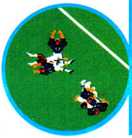
Washington calls a Sweep Right play on first down, hoping they can pound the ball in on the ground. Buffalo gambles, calling 4-3 Outside Blitz defense . . .

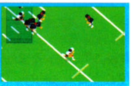


The Washington quarterback presses the A Button to snap the ball, and then pitches to the sweeping running back using the B Button.



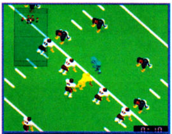
The Buffalo player uses the L or R Button to switch to a close player and blitzes around the end with a hard-charging linebacker.



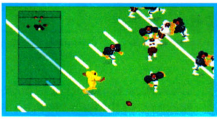


The runner tries to sprint using the A Button and spin away using the L and R Buttons, but is tackled for a 5-yard loss.

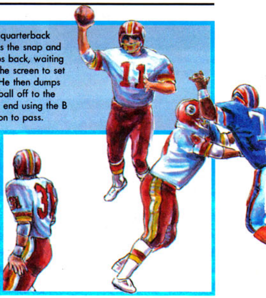
2ND DOWN AND 15

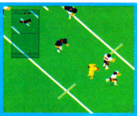


Washington calls a TE Screen pass on second down. The Buffalo defense knows a pass is likely but plays a conservative 3-4 Man-to-Man.

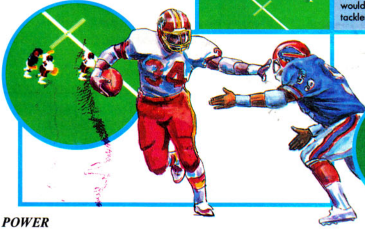


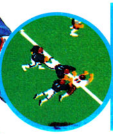
The quarterback takes the snap and drops back, waiting for the screen to set up. He then dumps the ball off to the tight end using the B Button to pass.

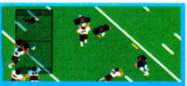




The tight end catches the ball and rumbles a few yards upfield, using the X Button to stiff arm any would-be tacklers . . .

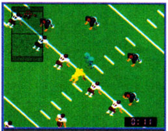




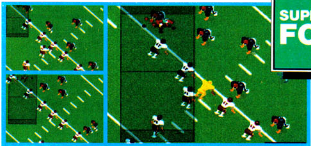


. . . then, as his blocking deteriorates, he uses the B Button to dive past two defenders for a nice 5-yard gain.

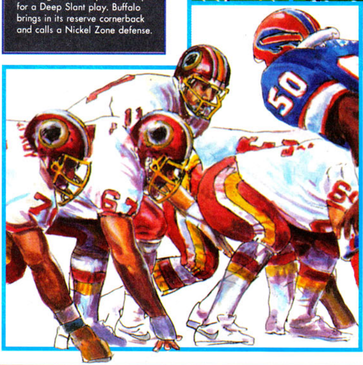
3RD DOWN AND 10

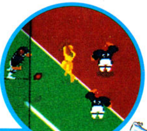


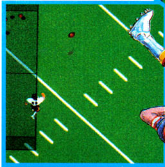
Washington has to pass and opts for a Deep Slant play. Buffalo brings in its reserve cornerback and calls a Nickel Zone defense.



Using the Select Button, the Washington quarterback changes the size of the radar screen. Now he can easily spot open receivers downfield.

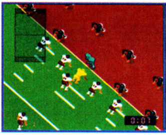




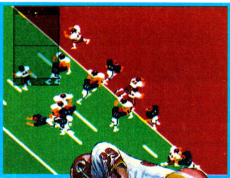


The Washington quarterback spots a receiver open over the middle and lofts a pass using the Y Button. The wide receiver jumps using the Y Button and makes the catch but is hit at the one-yard line by a defender using the X Button to super tackle.

4TH DOWN AND 1



Trailing by 4, Washington has no choice but to go for the touchdown on 4th down, and call a dive play. Buffalo lines up in a 5-2 Goal Line defense and gets ready for the surge . . .



The Washington running back takes the handoff and uses the Y Button to super dive up and over the pile. Touchdown! The Washington Redskins win the Super Bowl!

SUPER PLAY ACTION PRESS

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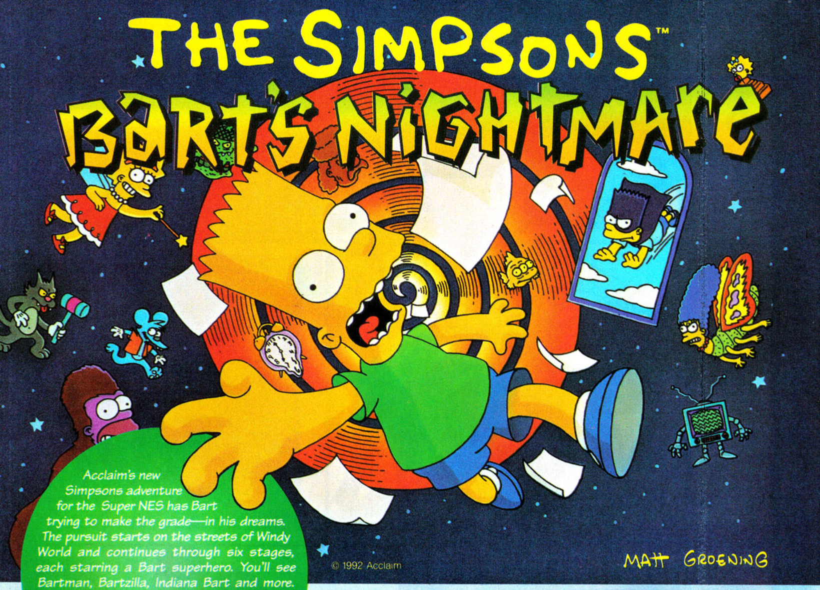
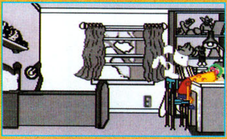
BUFFALO TEAM TAKING BALLET LESSONS

THE SIMPSONS™ BART'S NIGHTMARE

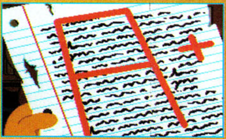


Acclaim's new Simpsons adventure for the Super NES has Bart trying to make the grade—in his dreams. The pursuit starts on the streets of Windy World and continues through six stages, each starring a Bart superhero. You'll see Bartman, Bartzilla, Indiana Bart and more. And Homer, Marge, Lisa and even Mr. Burns show up to turn his dream into a nightmare. The play is challenging, and if you're a Bart fan (and a Bartman fan), you'll like the classic Simpsons animation.

Let's See That Report Card



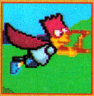
While doing his homework, Bart drops off to sleep.



Only in his dreams does Bart earn an A+ for his fine work.

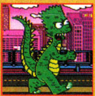
WHAT A NIGHTMARE!

A gust of wind catches Bart's homework and carries it down the street. Bart gives chase, but just as he's about to grab pages, they skitter off again. Enlist Bart's superhero alter egos to find all six pages and earn the big A+.



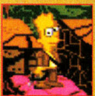
Bartman

Cool, man! The amazing masked Bartman can fly! Super Slingshot in hand, he plans to make the skies a friendlier place.



Bartzilla

On the loose in Tokyo, Bartzilla levels buildings and blasts the tanks, jets and helicopters sent to take him out. Argghh!

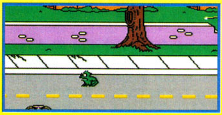


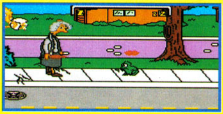
Indiana Bart

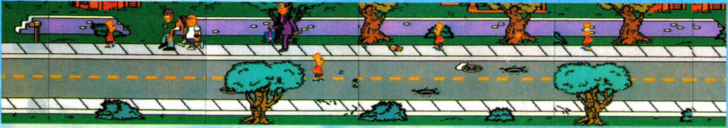
Wielding a mean Whip, Indy Bart explores the mysterious and deadly Temple of Maggie.

Windy World

Bart's nightmare places him on the streets in Windy World, and he's not alone. Mailboxes uproot themselves to attack, school buses turn into steamrollers, and Lisa floats aloft waiting to turn him into a Frog as he pounds the pavement, searching hopelessly for his lost homework.


Bummer, man! When Lisa dusts Bart from above, he turns into a Frog, and Frogs can't collect Zs.

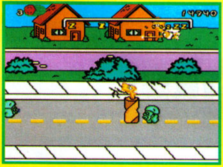

Bart remains a Frog, hopping the streets, until he finds a woman who throws him a kiss. Gross!



Clean Up The Streets

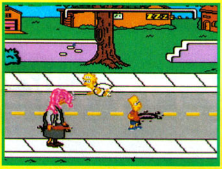
As he walks the streets searching for his wind-blown homework, Bart finds all sorts of trash, such as cans of Pop, Bubble Gum, and Watermelon Seeds. Each has a use, so tidy up Windy World and collect a stash to use later.

The Big Belch

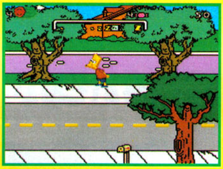


When he guzzles a can of Pop, Bart lets loose a killer Belch that clears the streets of enemies.

Bubble Gum


Bart uses Bubble Gum to float Blue Zs into his reserve. Sometimes they burst on the old woman.

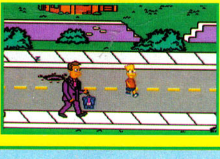
Watermelon Seeds

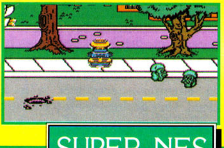


Bart's Watermelon Seeds stop the floating Fish and the maniac Televisions. Press A and spit on!

Do I Have To Wear A Suit?

Bart doesn't HAVE to suit up, but he might WANT to at times. When he touches the man carrying the Suit on a hanger, he spins instantly into it. The Suit protects him from damage, thus saving Zs, but keeps him from collecting additional Zs and using weapons.

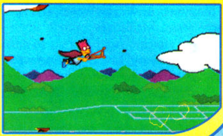




Bartman

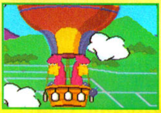
MATT GROENING

Bartman, caped crusader extraordinaire, patrols the skies armed with his trusty Slingshot. The vigilant superhero can earn lots of points by shooting rockets launched from below, deflating Krusty balloons drifting above, and battling faces familiar to the waking world. When a Boss Meter appears, it means that a major meany is on the way. Get the jump on it! Fly to the left side of the screen and start blasting away before it shows.

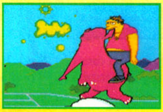


I'll See You In My Dreams

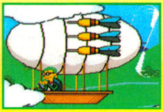
In Bart's nightmare, faces from his everyday life show up. As Bartman, he flies the skies armed with a Slingshot. He meets that crusty ol' Burns, his boot-licking assistant, Smithers, the tormenting Twins from school, and even his dad's barroom buddy, Barney, riding a pink elephant. And boy, can Barney belch!



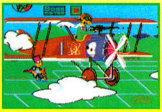
The Twins toss Water Balloons at Bartman as they bob above in a basket.



Even Bart's killer Belch is no match for Barney's bad breath. Beware!

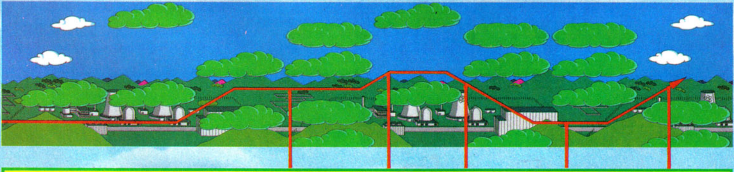


Burns's blimp may be slow, but it's stocked with an array of rockets.



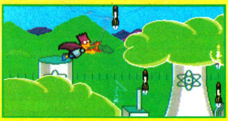
Smithers spoils for a dogfight as he darts around in his vintage biplane.

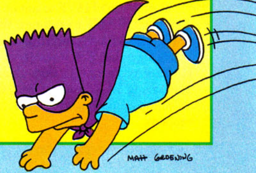
The No-Fry Flight Plan



Mind The Missiles

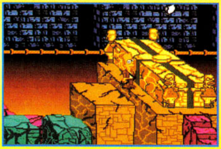
The Missile barrages are dangerous throughout the stage, but they're deadly in the radon-cloud region. If they shoot the Bartman down, expect an electrifying encounter with a cloud. They deplete the life force with a ZZZZZT in a matter of seconds.





Maggie's Temple

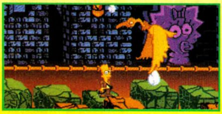
Whip in hand, Indiana Bart calls upon his years of research and investigative experience to figure out the puzzling path through the temple on colored stones of various heights. While avoiding the temple's demons, Indy Bart must figure out which stones are safe to step on judging from their heights and the number of times they've been used as landing sites. If he gets to an Egg before the Bird does, he'll have an extra chance to solve the mystery of Maggie's Temple, starting with figuring out how to avoid her Pacifier projectile. What is Homer hiding?



Part 1

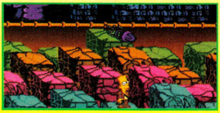
Squaawwkk!

Beat the big Bird to its Egg for a 1-Up and 200 points. Listen for a loud squawk. That's the sign that the bird is about to descend.



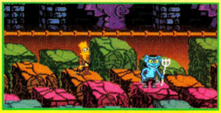
Super Spit

Maggie is a supersonic spitter. If you cross her line of fire, she torpedoes her Pacifier. Jump to a low Blue Stone to avoid it.



The Blue Devil

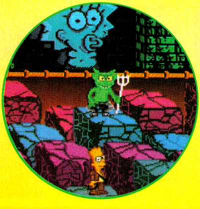
The Blue Devil hops around in a square, and if he gets close enough, he'll push you off your block with his pitchfork. Whip him good.



Part 2

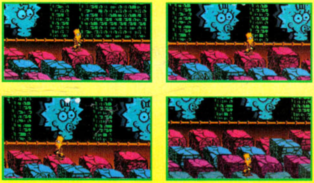
The Green Devil

The Green Devil chases Bart from stone to stone. If you wait too long on one pillar to set up a whip shot, you'll drop out of sight.

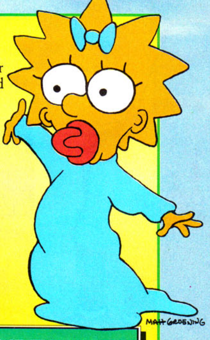


Find A Safe Path

Jumping onto some stones makes others rise. Look for a path that raises the stones that you can use to avoid Maggie's Pacifier.

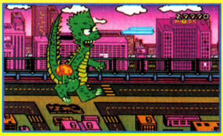


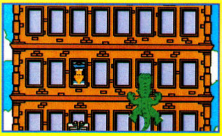
After the first Maggie statue in Part 2 shoots her Pacifier, move to the top row and jump forward seven blocks, then hop back two. Go back to the bottom row and jump safely forward.



Bartzilla

In his dreams, Bart becomes Bartzilla, a huge reptile capable of striking fear in the hearts of the tiny people of Tokyo. First, he cuts a path through the city streets, then, in a second stage, he climbs a tower topped by a big ape that looks suspiciously like Homer.



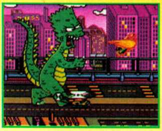


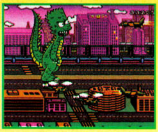
Part 1

Bartzilla cuts a wide path through Tokyo, destroying everything within range. He spits fireballs at buildings and helicopters and shoots deadly laser beams from his eyes. Firebomb buildings and zap the train for a high score.

Watch The Jetstream

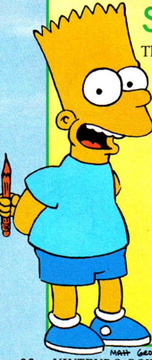
When a jet streaks to the right across the bottom of the screen, expect it to attack in short order at eye level. Use your eye beam to ground it.



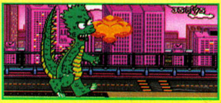


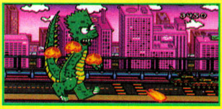
Shoot Shoot Shoot

The more things you shoot, the higher you'll score, so keep your fingers flying and blast away. At the stage end, you'll reach a tower.



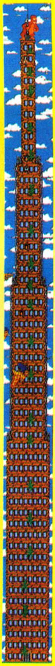
MATT GROENING





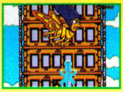
Part 2

Now Bartzilla must climb the tower to zap Ape-man Homer at the top. Watch out for falling frying pans, tossed T.V.s, even launched kitchen sinks. Press A to become an electrifying blue lizard.

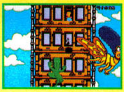


Mad Marge

Marge is a massive, mad hornet. To avoid her sting, stay as low on the screen as you can until she leaves.



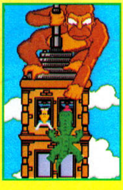
Stop and hang on to a low row of windows when Marge buzzes the tower.

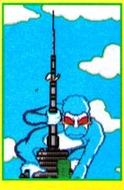


Resume your climb when she flies away, but watch out for her return flight.

Ape-man Homer

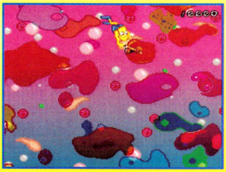
A hairy Homer perches atop the tower, and only an electrified Bartzilla can shock him back to his senses. A good jolt will make him regain his senses.

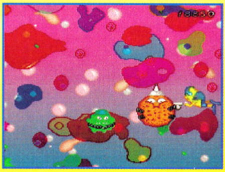




Infection World

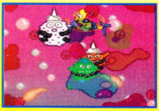
In Infection World, Bart dons his swim fins for a dip in the germs. Armed with an air pump, he gloms on to the troublesome cells and fills them past the stretching point with air. Ka-Boom! If timed right, the explosions can also wipe out nearby germs. He can hold his breath for a long time, but he can't withstand attacks from well-armed germs.

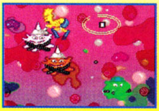




Flee From Funnel Heads

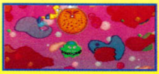
Pointy-peaked army germs don't shoot, but they can burst Bart's bubble by poking him. Blow them away as soon as possible.





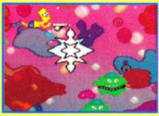
Take The High Tide

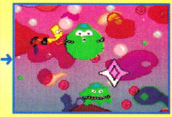
While you're pumping up an enemy, stay near the top of the screen to avoid germs floating below.

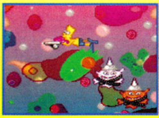


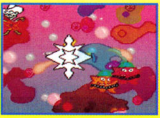
Mind The Metal Heads

Talk about your germ warfare. These metal-headed meanies launch grenades, so watch out for their floating fireballs and try to blow them away before they can pull their pins and mine the waters.





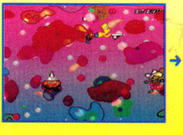


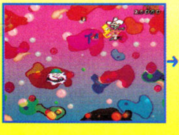


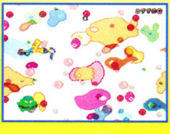
MATT GROENING

Radiation Rider

Radiation Rider is a cowboy with a cause. If diving Bart can touch him six times, he'll recover a piece of Homework. He shows up on both sides of the screen, and you can tell he's about to arrive when you hear him say, "Hi, there!"





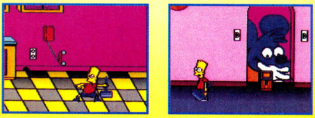


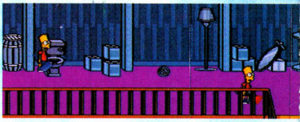
Itchy & S

Bart's Nightmare would be incomplete without that ultra-violent duo, Itchy and Scratchy. Bart and Lisa have a howling good time watching their show, but now Bart finds himself the target of the nasty tricks the pair plays, and that's not so cool, man. And they aren't the only ones trying to make Bart the victim of senseless violence. Household appliances, such as Lamps, Ovens, and Vacuum Cleaners have it out for him, too.

Household Hazards

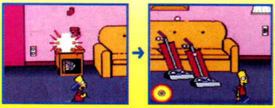
The house has a mind of its own. Now Bart has to watch out for hazards like attacking Telephones and bouncing Light Bulbs.





The Living Room

In the Living Room, violent Vacuums try to sweep Bart up, and Marge's Eyeballs bounce at him off her portrait.



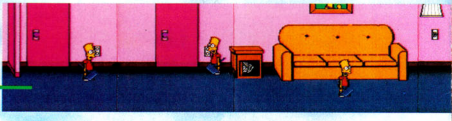
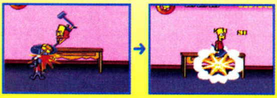


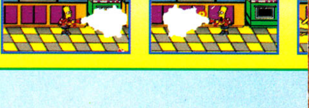
Table Tap Dance

If you stand on the Table you'll be out of reach, but from there, you can flatten Itchy and Scratchy with your Hammer.



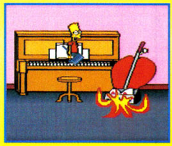
Kitchen Encounters

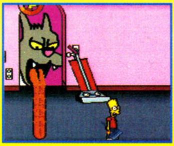
Stand by the cabinets, as shown, right. From there, you can avoid the Oven's flame. If you don't have the Extinguisher, throw Pop Cans at the Bubbles in the Sink.



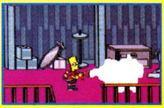
Scratchy

ZZZzzz

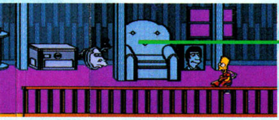




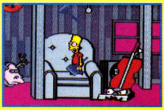
The Extinguisher



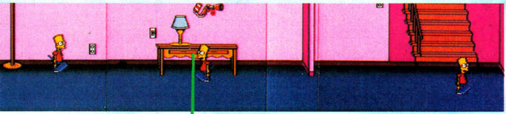
The Fire Extinguisher is a valuable weapon. There's only one in the game, and you'll want to save it for end enemies.



Do Jump On The Furniture

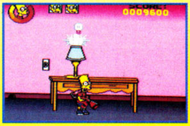


The overstuffed Chair in the attic is a safe spot to stand in, but be careful when you step down to attack.



Power Bulbs

The first three bouncing Bulbs become 1-Ups if you spray them with the Extinguisher.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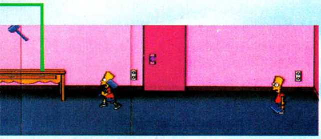
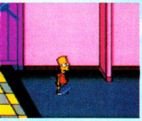
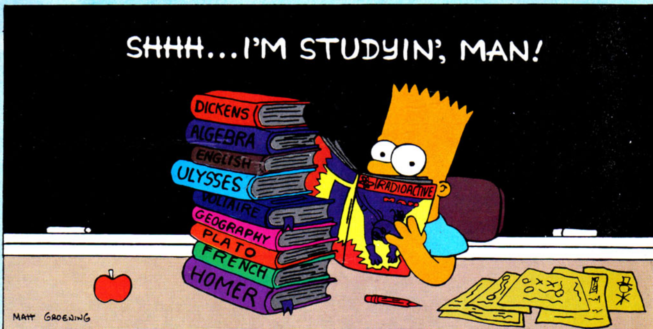
0009600



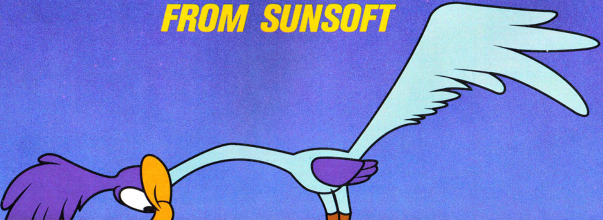


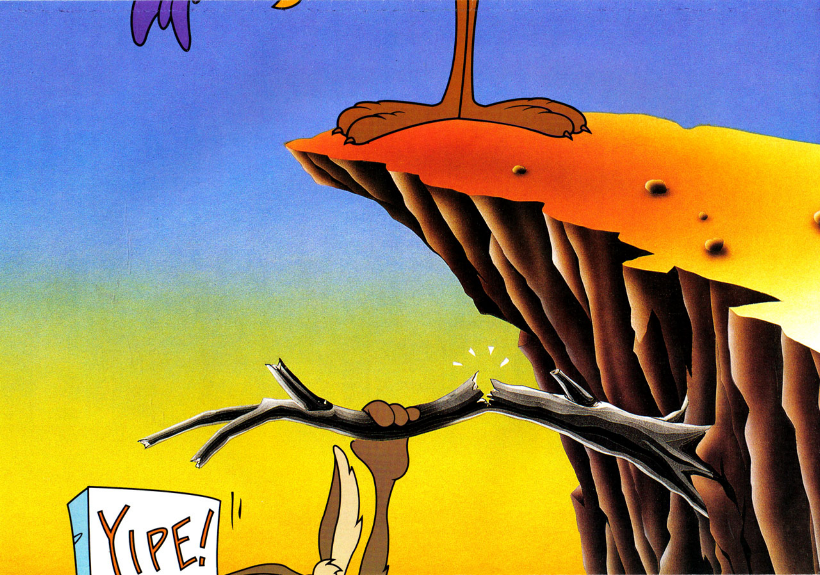

SHHH...I'M STUDYIN', MAN!
DICKENS
ALGEBRA
ENGLISH
ULYSSES
VOLTAIRE
GEOGRAPHY
PLATO
FRENCH
HOMER
RADIOACTIVE MAN
MATT GROENING

ROAD RUNNER'S

Death Valley Rally™

COMING SOON TO YOUR SUPER NES
FROM SUNSOFT




YIPE!

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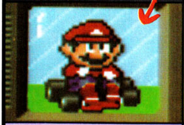
SUPER MARIO KART™

Holy smokin' tires! Kart mania is spreading and has invaded the realm of Super Mario World. Eight familiar Nintendo characters compete for the highly coveted Kart cups. Donkey Kong, Jr., long missing from video game action, returns as one of your Kart racer choices. The racing action is very similar to that of F-Zero, as is the "behind-the-driver" point of view. However, unlike F-Zero, Super Mario Kart features a split-screen, 2-Player simultaneous mode. As with all Mario games, Super Mario Kart is a whole lot of fun!

CHARACTERS

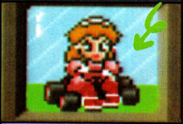
Each character's Kart in Super Mario Kart has different racing capabilities, but each character can win any given race. You just have to know how to get the most out of each Kart. This knowledge will come with practice. In the 2-Player Mode, each competitor must choose a different character to race with.

MARIO



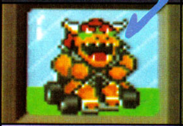
Mario is fairly quick and corners well. He doesn't have the highest top speed, but he's a good overall choice. Mario tends to over-correct when coming out of a turn.

PRINCESS



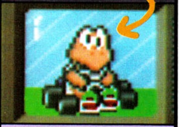
The high-revving Kart which the Princess drives is a very good choice for a competitor who wants a steady Kart. The Princess corners a bit better than Mario.

BOWSER



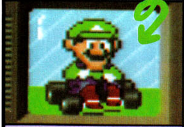
It's a wonder Bowser even fits in his Kart! He's slow to accelerate, but because of his weight, he carries a lot of momentum and has a very fast top speed.

KOOPA



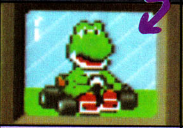
This Koopa could set a record! He's not extremely fast, but he corners well. He's like a cross between Mario and Toad. You can stay on the gas longer than other racers.

LUIGI



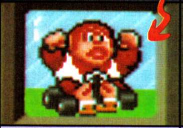
Luigi races in much the same manner as Mario. It makes sense, they're bros! It appears that Luigi is not quite as squirrelly when coming out of the tight corners.

YOSHI



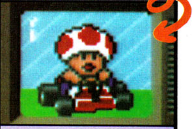
Yoshi and the Princess probably practice racing together because they seem to have the same abilities. Yoshi would be a good choice for an intermediate driver.

D.K., JR.



The ape probably has the fastest car, but he doesn't corner well. If you're a pro Kart racer, choose D.K., Jr. He's the one to get you to the finish line first.

TOAD



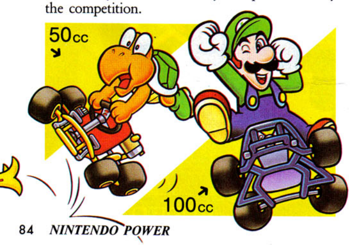
Toad is similar to Koopa and could possibly beat him out in a close race because his acceleration is a bit better. See if Toad can beat 1'11"50 on Mario Circuit 1.

FORMAT

Choose a difficulty level by selecting either the 50cc or 100cc class. Your Ranking and Time statistics will show you how you've done against your competition.

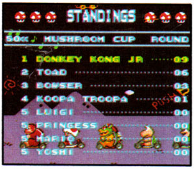
KART CLASS

There are two different Kart classes which you can compete in. The 50cc class is for beginners. The 100cc class is for advanced racers. Here, the action is faster and you will be severely bumped around by the competition.



RANKING

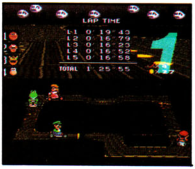
You'll receive a set amount of points for placing in the top four spots in each race. If you place anywhere from fifth to eighth in any given race, you'll be "Ranked Out" and you'll have to RETRY or END your game.



```
STANDINGS
50cc MUSHROOM CUP ROUND
1 DONKEY KONG JR ······09
2 TOAD ················06
3 BOWSER ··············03
4 KOOPA TROOPA ········01
5 LUIGI ···············00
5 PRINCESS ············00
5 MARIO ···············00
5 YOSHI ···············00
```

TIME

Not only will you see your overall elapsed time for each race, you'll see your individual lap time. Using this information will help you to see where you may need improvement. Your first lap will usually be the slowest.



```
LAP TIME
L1 0'19"43
L2 0'16"79
L3 0'16"23
L4 0'16"52
L5 0'16"58
TOTAL 1'25"55
```

ITEMS

When your Kart passes over a "?" block, press the A Button. This allows you to acquire a special item. Refer to the chart to find out what to do with them. Press the A Button to use an item.

RED SHELL

The Red Koopa Shell can be referred to as the Homing Shell. When launched, it will seek out opponents and crash into them, causing them to spin out.

FEATHER

With the Feather, you can leap gaps or barriers which you can't normally leap by pressing the A Button. Try using it on the Ghost Valley tracks.

COINS

Run over the Coins to pick them up. The other racers can't pick up the Coins on the track. However, you'll lose Coins if you crash into your opponents.

MUSHROOM

A burst of speed will result by pressing the A Button while the Mushroom is shown in the Item window. Use it on straight stretches to pass others.

GREEN SHELL

"Who shot the shell?" This is a common question when you nail opponents with the Green Shell. It shoots straight out. It can return to haunt you, though.

STAR

Invincibility is the result when you utilize the Star. If you come in contact with an opponent when you're invincible, they will spin out of control.

BANANA PEEL

If a Kart runs over a Banana Peel, it will spin out of control and is likely to drop back a few positions. Drop the Peels in highly traveled areas.

LIGHTNING BOLT

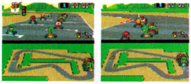
You don't get these very often. Almost never. Using the Lightning Bolt will cause your opponents to shrink in size. Now you can run over the top of them!

PLAYING TIPS

There are various playing techniques which will help you to get around the tracks faster than anyone else. It's usually the smartest, not the fastest, racer who crosses the finish line and takes the flag first.

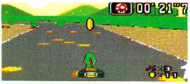
START STRATEGY

It varies for different Karts and different track conditions, but you can get a hole shot if you rev your engine just the right amount. Experiment.



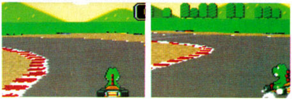
COINAGE

The more gold Coins you collect, the faster you can go! Choose your lines carefully when racing so you can run over as many Coins as possible.



SLIDING TECHNIQUE

Sometimes, sliding around corners can be advantageous. Try this: instead of slowing down, swing wide and then slide around long, sweeping corners.

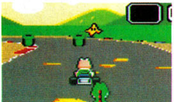


YOU DROPPED THE BANANA

Any racer can pick up and drop a Banana Peel, but it's the racer who can accurately place the Banana Peels in strategic locations that will benefit the most from the slippery skins.

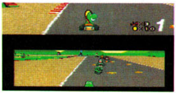
BANANA CHUCKING

To drop or throw? This, I believe, is the question. Press the A Button to drop a Banana Peel. What's more, you can press the A Button and press Up on the Control Pad to throw a Banana Peel out in front of you.

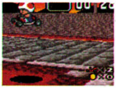


SHELL DROP

Normally, when you have a Shell, you will shoot it out in front of you. However, to drop it off on the track, press Down on the Control Pad and the A Button.

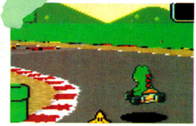


CORNER CUTTING



If you have the Feather, you can use it to shorten the distance you have to race. Jump over barriers.

JUMPING

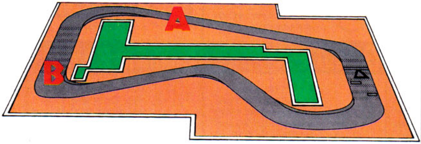


By pressing either the L or R Buttons, you can jump your Kart over Banana Peels and other small obstacles.

MUSHROOM CUP

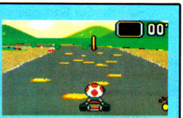
MARIO CIRCUIT 1

This is by far the easiest track to negotiate because there are no hairpin turns. This is a good track to test the abilities of each Kart and its driver. Choose a 1-Player Time Trial and continue to switch Karts to find out which one suits your racing needs.



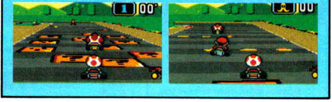
A COINS

Choose a line which takes you directly over as many Coins as possible. They are terrific speed-builders. Get some on every lap in several locations.



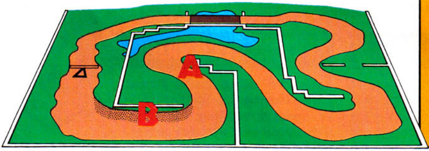
B ITEMS

There are 12 square gold "?" Blocks in this area. Each one houses one Item. When you cross over a Block, press the A Button to pick up an Item. The Block will turn red when it has given up the Item which it held.



DONUT PLAINS 1

On Donut Plains 1, the Kart gang will experience some slippery surfaces for the first time in their racing careers. There are several corners which have loose dirt and debris strewn about. Some of these corners are of the hairpin variety, too! Slow down for them.



A DON'T SLIDE

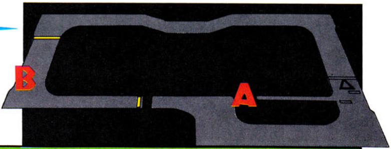
If you spin out in a corner you may end up losing some Coins and you may also lose a valuable position or two. It's extremely important to remember what type of corner is coming up.

B DIZZYING

Because of the loose surfaces, you may experience more sliding than you want. Either ease off of the A Button to slow down or end up in the grass and slam into a barrier.

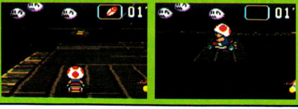
GHOST VALLEY 1

Scary. The Ghost Valley tracks are very dangerous because you'll have many opportunities to fall off the edges of the elevated wooden track. The Feather is the most prized Item here.



A SHORTCUT

Using the Feather to jump, you can cross the gap and make it out to the narrow bridge which will drastically cut the distance you have to travel. There may be a way to make the leap without the Feather. Hmmmm???

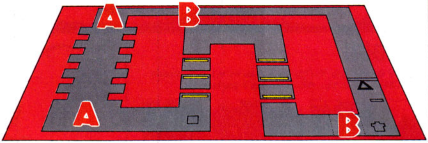


B DROP OUT

You'll lose precious time if you drop off the edge of the Ghost Valley track. Fishin' Lakitu will place you back on the course, but he always charges a fee.

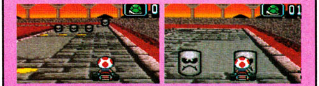
BOWSER CASTLE 1

Unlike the other tracks in Bowser's domain, there aren't too many difficult obstacles in Round 4 of the Mushroom Cup. The Thwomps will probably be your biggest headache—especially if they land on your head! Try to hit the Turbo Tiles in the long straight stretch.



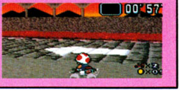
A SPIKELESS THWOMPS?

Well, they are Thwomps, but they have no spikes. Nonetheless, these hefty hunks of granite will stop your Kart in its tracks. It's best to choose a line which takes you right between these Kartcrunchers.



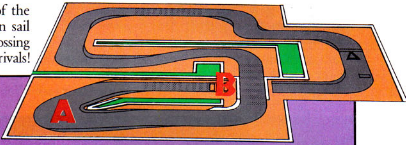
B GREASY GRANITE

Don't turn too sharply when driving through these areas because you may spin out. It's very slick! Bowser must have put his cronies to work on it before the race.



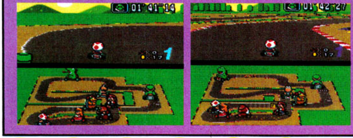
MARIO CIRCUIT 2

The coolest thing about Mario Circuit 2 is the crossing area of the track. You won't have to slow down for crossing Karts, you can sail right over the top of them. Be careful when shooting a Shell in the crossing area—it could bounce right back and take you out instead of your rivals!



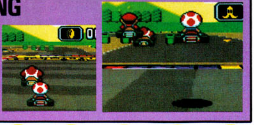
A SWING WIDE

Before entering this corner, swing out to the edge of the track then swoop in to cut the corner sharp. This technique should get you around the corner while maintaining some speed and not going off the track.



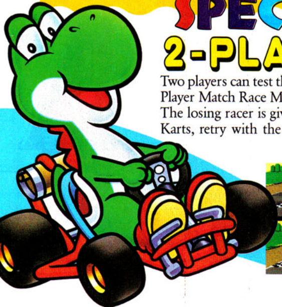
B CROSSING

Here's the key: pick a line which will send you directly between two of the green pipes when you land on the other side of the track. Everything else is easy!

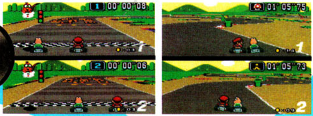


SPECIAL FEATURE

2-PLAYER MATCH RACE



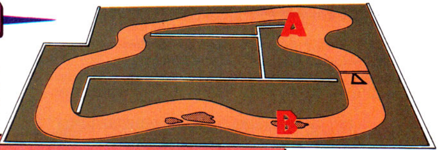
Two players can test their wits against each other on any course in the 2-Player Match Race Mode. A win/loss record is kept for each Kart racer. The losing racer is given the opportunity to change the course, change Karts, retry with the same Kart or end the game.



FLOWER CUP

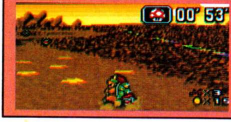
CHOCO ISLAND 1

The terrain on Choco Island 1 is dominated by bumpy surfaces and mud slicks. Maybe some of the bumps are buried candy bars. Could be. The corner right before the "?" Blocks is the only one you should need to set up for.



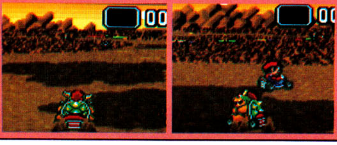
A IT'S A SETUP

These "S" curves require some set up. And, given the fact that each Kart reacts differently, you should experiment to find out what point each Kart will begin sliding.



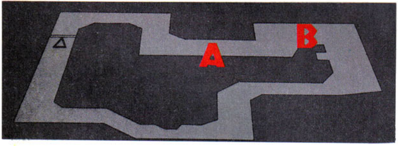
B MUD BOG

It's difficult to avoid the Mud Bog. You'll spin out if you try to turn too sharply in the Bog. Use a Mushroom to blast through the Bog if you have one.

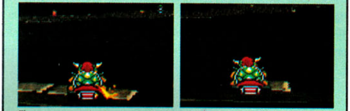


GHOST VALLEY 2

Let's go the other way! Previously, all of the tracks were travelled counter-clockwise. Ghost Valley 2 takes on a clockwise lap rotation. It's a different "feel," but you'll get used to it easily. You can make good use of a Feather on this track.



A BREAKAWAY BARRIERS



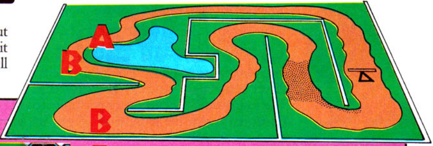
The square wooden barriers which line various portions of the Ghost Valley tracks will break away if you crash into them. Be careful—they won't be there for a second bump!

B SLICK TRACK

The Boo Buddies must have been busy waxing the floor. By now, you're familiar with slick surfaces. Tread lightly through these areas.

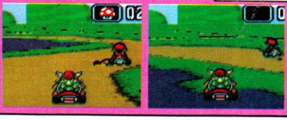
DONUT PLAINS 2

There aren't many slick corners in Donut Plains 2, but almost every corner is severely sharp. For this track, it would be wise to choose a Kart Racer who corners well and has good acceleration like the Princess or Yoshi.

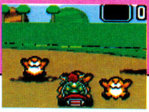


A WATER SKIP

Bowser is going to gain on Mario by skipping over the edge of the lake. Activate the Mushroom just before getting to the water's edge. Bowser, or any other Kart driver, can accomplish this feat.



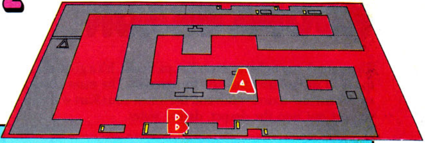
B MONTY MOLES!



Monty Moles are back once again to give your racer troubles. They'll jump up and affix themselves to the front of your Kart. Jump up and down to shake them off.

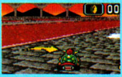
BOWSER CASTLE 2

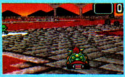
In this, the second area of Bowser's Castle, it's very important to accurately set yourself up to take each corner as smoothly as possible. Each corner is a ninety-degree turn. This means: no cutting corners. Give yourself a wide berth. A Feather may come in handy for some of the turns.



A WHICH WAY, EH?

If you take the "outside" route, you're likely to hit the Turbo Tile and get a needed burst of speed. However, by taking the "inside" route, you won't have to slow down quite as much in the corners. It's up to you.


The "outside" route and the Turbo Tile.


The "inside" route is a more direct path.

B LINE UP THE JUMPS

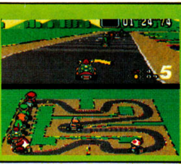
Make sure that you take the jumps straight on. If you don't, you could end up landing in the molten lava. Fishin' Lakitu will come along to bail you out, but the slowdown will hurt.

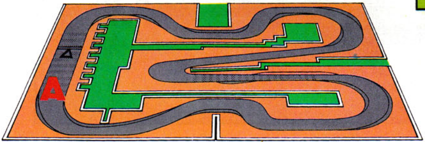
MARIO CIRCUIT 3

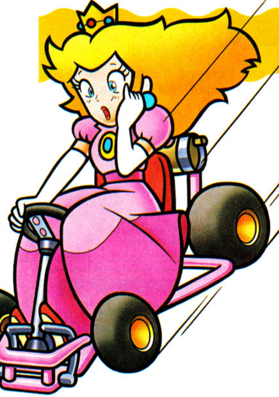
The 12 square "?" Blocks appear right after the start/finish line on Mario Circuit 3. This gives you the opportunity to gain an advantage right from the start. Proper use of the Item which you pick up will definitely help you. You'll need to slow down to negotiate the hairpin turn in the midsection of the track.

A TURBO PLATE

When coming out of the last corner on each lap, make sure to pass over the "V" shaped Turbo Tile. Before hitting the Turbo Tile, aim your Kart straight down the track. This will prevent you from blasting off of the pavement.



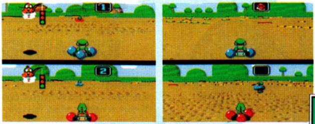




SPECIAL FEATURE

2-PLAYER BATTLE MODE

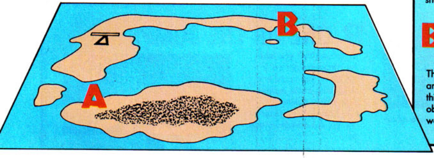
It's one-on-one in the Battle Mode! Select one of four maze-like courses to do battle on. Three protective "bumpers" will encircle your Kart. If you get hit, you will lose one of your bumpers. The rule is: three hits and you're out! It's usually a wise decision to choose a Kart which has good cornering ability. This will better allow you to negotiate the courses.



STAR CUP

KOOPA BEACH

There aren't any tight turns on Koopa Beach. It's a good thing—the sand surface isn't the best for traction. The main obstacles are the narrow course width and the water. Your Kart will sink if you get out into the deeper, darker water.



A DEEP WATER HAZARD

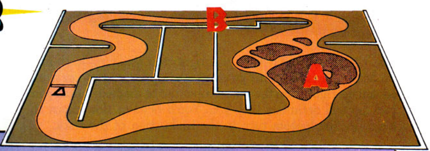
Again, Fishin' Lakitu will be employed to haul your Kart out of the drink. He looks a bit upset, but he'll gladly take your Coins. Avoid the dark blue areas. This is the deep water. It's a good idea to hop through the shallow water using the L or R Button.

B JUMPING FISH

The Fish which flop around in certain areas of the beach will do the same thing to your Kart as any other obstacle: cause it to spin out. Don't worry, they're fairly easy to avoid.

CHOCO ISLAND 2

All of the Kart racers had so much fun racing on Choco Island 1, they decided to have at it again! This time, a much larger patch of chocolate goo awaits them as they make their way around the tasty track.



A MUD BOG

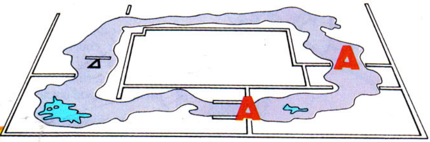
You can try to go around the edges of the Bog. However, it's not recommended. You'll end up wasting too much precious time. Blast right through the middle. Try to steer towards the small island in the middle of the melted Choco Bog.

B NARROW ROAD

Several Piranha Plants line the narrow straight stretch in this short area. Avoid getting bumped off by the competition.

VANILLA LAKE 1

Oh, great! Not only is Vanilla Lake iced over, it's got a truckload of obstacles and it's also difficult to see exactly where you're going. Keep in mind that this is probably the shortest track. You'll be turning constantly to the right.



A ICE BARRIERS

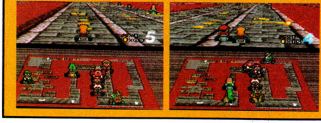
In a couple of places on Vanilla Lake 1, you'll encounter small blocks of ice. Obviously, the best strategy is not to hit them, but if you do hit them, they will break away. Always remember where they are.

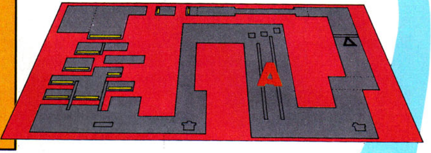
BOWSER CASTLE 3

Bowser's course creations keep getting more difficult. Bowser Castle 3 doesn't have as many corners as Bowser Castle 2, but you'll have to be just as good at cornering and keeping your Kart heading in a straight line.

A LANE CHOICE?

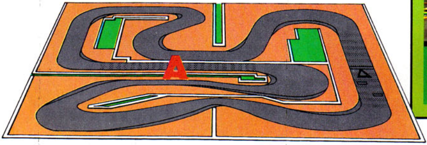
There are three lanes which you can choose from in this area. The inside and outside lanes have Turbo Tiles which will boost you quickly down the stretch. The middle lane has two "?" Blocks containing Items.





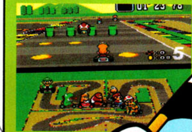
MARIO CIRCUIT 4

Mario Circuit 4 is a long track and has corners of all shapes and sizes. If you win in the 100cc class here, you should consider yourself an expert Kart racer. Hang on to your Coins—you'll need all the speed you can get! The other racers will try to stop you from making it to the Special Cup Race.



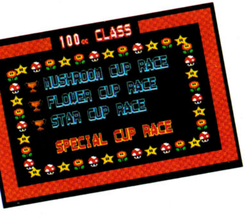
A PIPE BARRIERS

Those pesky pipes can pop up anywhere! Unfortunately, they popped up in a couple of places on Mario Circuit 4. Go around!



SPECIAL FEATURE

100cc SPECIAL RACE



100cc CLASS

MUSHROOM CUP RACE

FLOWER CUP RACE

STAR CUP RACE

SPECIAL CUP RACE

To make it to the 100cc Special Race, you will need to win the Mushroom, Flower and Star Cups. A good Kart racer will usually take the Silver Cup in the Star Cup race. However, only the best Super Mario Kart racers will take home the Gold in all three preliminary Cup races. Can you conquer the challenge of the 100cc class?

OUT OF THIS WORLD™

NEW DIMENSIONS OF PLAY

Out of this World from Interplay plunges you into a comic book/cinematic adventure on your Super NES like nothing you've ever seen before. Delphine Software, the game's developer, went to extraordinary lengths to achieve their vision of the game, using new programming techniques to create the impressive graphics. As you play, animated scenes link your actions to the storyline. You'll also see cutaways and close-ups during the action that add to the drama. The musical score and sound effects further heighten the mood of the different scenes, from the frenzy of a laser shootout to the quiet footfalls of your hero searching a lonely cavern. The game play itself consists of figuring out ways to avoid traps. Sometimes the traps appear in the form of attacking aliens, while other times you must avoid floods or rock falls. Although the control requires patience, the overall effect of the game is truly out of this world.

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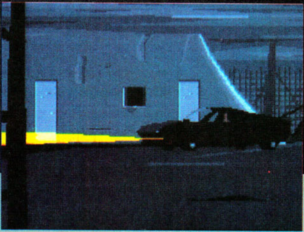
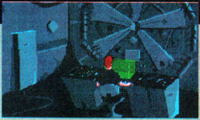
BEYOND FAILSAFE

OUT OF THIS WORLD

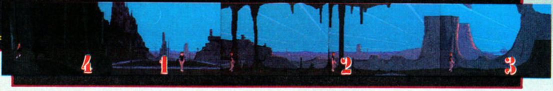


Lester Knight Chaykin, a scientist working on an experimental particle accelerator, is running a test late one night. Buried deep in the control room, he is oblivious to the storm raging above ground. As the experiment reaches its critical phase, a freak bolt of lightning enters the acceleration chamber, causing a dimensional shift. Chaykin is transported to an alien world where he is a fugitive, running for his life. With the aid of an alien prisoner, he must somehow find a way back . . . or at least a way to survive!



STAGE 1: SHADOW BEAST

After climbing from the deep pool where Professor Chaykin enters the alien world, you're faced with a strange landscape haunted with dangerous creatures. The most terrible of these is a savage beast who waits at the far right edge of this stage.



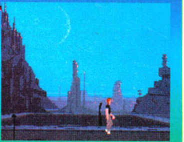
STAGE ORDER

1 Run to the right.
2 Kick slugs.
3 Run to the left.
4 Leap to the vine.
5 Escape to the right.

CAUTION! Much of the challenge of this game comes from figuring out how to get past traps. The solutions appear in shaded boxes. Use them as a last resort.

AREA 1: THE TENTACLE

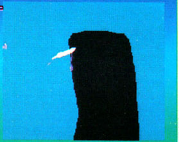
If you stand next to the pool for several seconds, a long tentacle reaches up from the pool. If you still don't move, the tentacle wraps around Chaykin and pulls him into the depths. Keep moving to avoid this menace.



Don't stand next to the pond!

AREA 2: SLUG BAIT

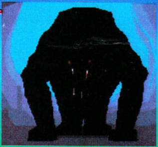
Even the lowest creatures in this alien world can destroy you. One bite from the saber-toothed slugs will end the game. Approach them by walking up to them, then kick them using the Y Button. One kick will turn a slug into slime.



Kick the slugs from close up.

AREA 3: RUN AWAY!

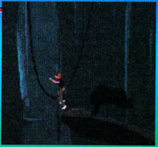
Walk forward until the cut scene shows the Shadowbeast. When the beast appears, push left on your Controller and hold the A Button. Now, as soon as the scene switches back to live action, run to the left at top speed.



When the beast appears, run!

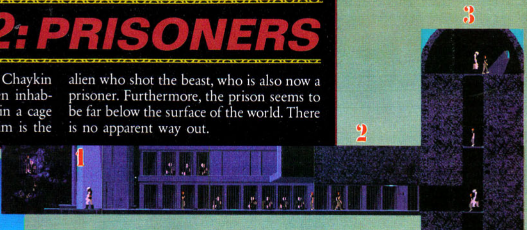
AREA 4: JUMP TO IT

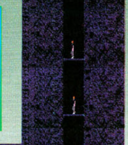
At the far left edge of the stage, leap to the vine. The pursuing beast will be right on your tail. You'll swing past the beast and land to the right of it. Start running back to the right, and don't stop until an alien shoots the creature.

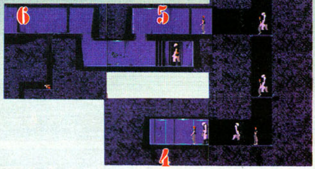


STAGE 2: PRISONERS

After escaping from the beast, Chaykin finds himself prisoner of the alien inhabitants of this world. He awakens in a cage suspended from a chain. With him is the alien who shot the beast, who is also now a prisoner. Furthermore, the prison seems to be far below the surface of the world. There is no apparent way out.

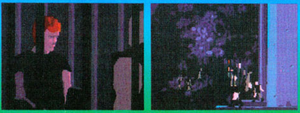






AREA 1:
CAGED

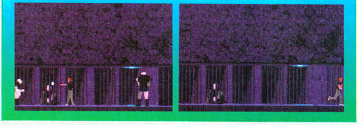
Rock the cage back and forth using the Control Pad to set it in motion. Once the cage swings far enough to the right, the chain will break and the cage will crash down on top of the guard, who loses his laser pistol. Pick up the pistol and follow your alien ally.



STAGE ORDER	
1	Escape and get the gun.
2	Ally opens the gate.
3	A view of the world.
4	Shut off power to Area 5.
5	Blast door and exit left.
6	Ally opens trap door.

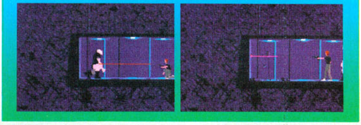
AREA 2: LOCKED OUT

Your alien friend has the know-how to open the locked gate to the right, but it will take time. Your job is to hold off the guards. Create a shield with your gun and blast at the guards. Make sure that the shield doesn't disappear.



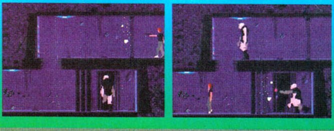
AREA 4: BLACKOUT

At the bottom of the shaft is a guard with a quick draw. You'll have to be faster with your laser pistol, then knock out the power switch behind him so the guard on the floor above can't open his door.



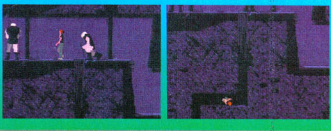
AREA 5: QUICKNESS

The guard in the lower chamber must blast through three doors to get at you. Run to the hole, drop through, and keep moving to the left, out of the guard's range. At the far left, push Up to be transported to the upper level.



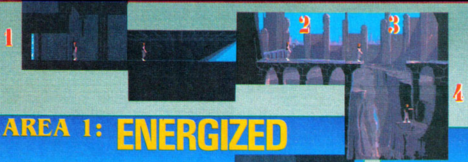
AREA 6: SACRIFICE

Another guard is on the higher level, but he won't fire just yet. Stand guard while your buddy opens the hatch then jump down the hole. Your ally can't follow. Now time your rolls through the scalding steam to escape.



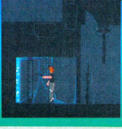
STAGE 3: COURAGE

This area below the prison tests your courage, for there is a jump here that looks impossible. Before you get there, however, you'll have to blast through thick doors and zap an alien guard. When you emerge from the tunnel, you'll find yourself on a wall above the alien city, with only one way to go.



STAGE ORDER	
1	Recharge Gun.
2	Defeat guard, exit right.
3	Run and jump right.
4	Blast hole in right wall.

AREA 1: ENERGIZED



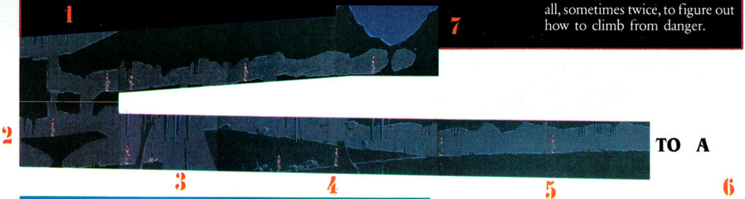
Chances are that you drained your laser pistol while escaping from the prison. If you jump into the electrical field on the far left you'll have your gun recharged. After blasting out the doors, refill the gun before moving on.

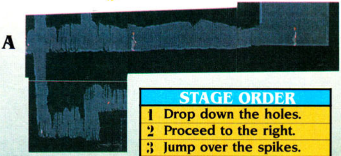
AREA 3: THE JUMP

Return to the tunnel to start your run, then run full speed to the right and jump at the edge of the chasm. Your momentum will carry you across to a lower ledge. Blast a hole in the rock on the right to continue.

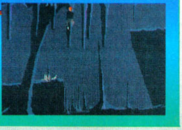
STAGE 4: THE FLOOD

The long cavern beneath the lake has countless dangers, from rock falls to floods to dangling tentacles. You'll have to avoid them all, sometimes twice, to figure out how to climb from danger.





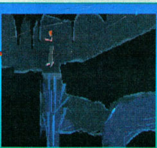
AREA 3: BAIT THE BAT



After you blast the door, return to the area below the bat-like creature. Shoot at the bat, then follow it. Jump to the stalactites from the cliff and move left once the bat has been captured.

STAGE ORDER	
1	Drop down the holes.
2	Proceed to the right.
3	Jump over the spikes.
4	Avoid falling rocks.
5	Jump over enemies.
6	Blast door and return left.
2	Blast left side of pedestal.
7	Blast wall beneath pool.
1	Run to gray platform.

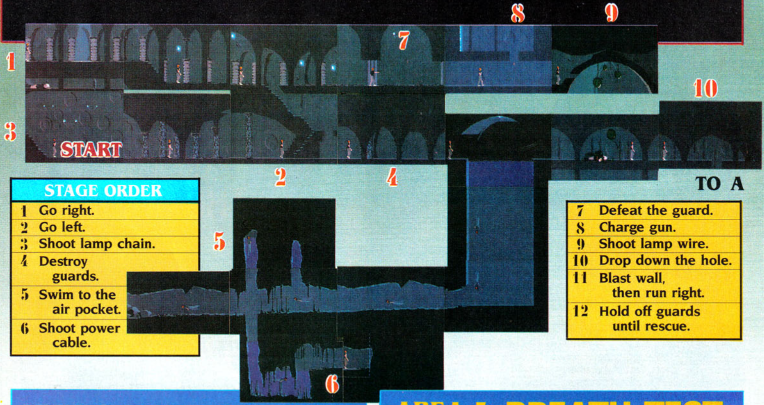
AREA 7: DRAINAGE



Shoot out the base of the pedestal rock to reach the second level, then run to the right. Blast the wall to release the flood, then run left. Jump over the holes and keep running until you reach the gray platform at the far left. The water pressure will blow you upward to the first level of the cavern.

STAGE 5: WATER & AIR

This area of the alien fortress presents unique problems that could be over the Professor's head. The difficult part might seem to be the flooded caverns. Do you dare to dive into these depths and look for a power conduit? There's plenty of action above water, too. Look for a reunion with your ally after a blistering chase through the tunnels.

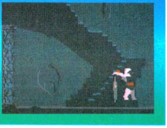


STAGE ORDER

1 Go right.
2 Go left.
3 Shoot lamp chain.
4 Destroy guards.
5 Swim to the air pocket.
6 Shoot power cable.

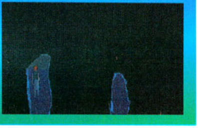
7 Defeat the guard.
8 Charge gun.
9 Shoot lamp wire.
10 Drop down the hole.
11 Blast wall, then run right.
12 Hold off guards until rescue.

AREA 2: THE LOST GUN



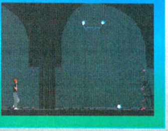
When you run to the right, a guard stops you with a vicious punch. The laser gun goes sliding across the floor. You must kick the guard, race for the gun, then turn and fire as fast as you can.

AREA 5: BREATH TEST



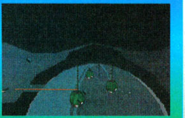
You'll have to swim all the way to this air hole before swimming to the deep chamber where the power cable runs. You have just enough air to reach this spot, so don't detour.

AREA 7: RICOCHET LASER



Set up a force field in front of the doors, then step toward them to get them to open. Now step back so the doors close. The energy balls will deflect off the closed doors and destroy the guard.

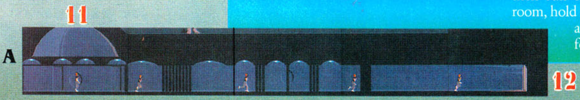
AREA 9: LIGHTS OUT



The guard is pacing below. The way you can tell is by looking at the reflection in the glass lamps. When the guard is positioned beneath the nearest lamp, shoot its chain and it will crush him.

AREA 11: RESCUE!

Immediately blast the right wall, then run to the right. In the last room, hold off the guards until your ally's arm reaches down for you.

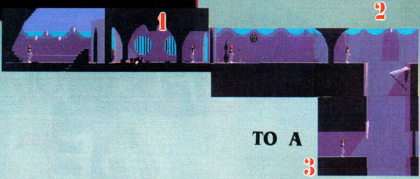


STAGE 6: HEAVY FIRE

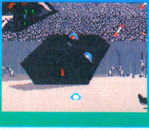
The worst is yet to come. Professor Chaykin is out of the water but into the fire zone with more alien guards and a mechanized tank arena. Your ally will be taken hostage, so you'll have to save him. It won't be easy, and you won't escape unscathed. But in this alien world, the only thing that matters is staying alive.

AREA 1: RESCUE 2

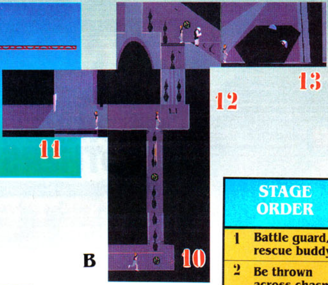
During the attack outside the guardhouse, run left, then right. You'll pass behind the guardhouse. Battle the guards, then go to the cliff where your ally will throw you across the chasm.

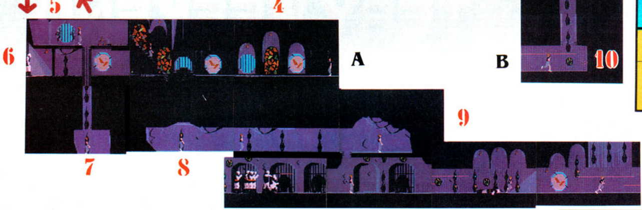


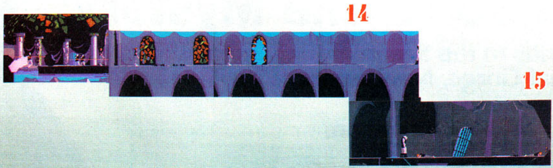
AREA 13: TANK ARENA



In the cab of the Tank, you'll have to learn quickly which buttons to push. If you hit the right sequence, you'll return the laser fire and wipe out the alien tanks. Eject using the White Button.







STAGE ORDER

1 Battle guard, rescue buddy.
2 Be thrown across chasm, jump left.
3 Fight guards, proceed left.
4 Aim at guard but don't shoot!
5 Use shield, let charges roll downstairs.
6 Transport down and get guard.
7 Blast power box.
8 Run to the right.
9 Pull lever, drop down.
10 Transport up.
11 Walk to edge, rescue ally.
12 Transport up.
13 Enter Tank and battle.
14 Cave-in!
15 Final Room

IS THIS REALLY THE END?

The final battle seems like a hopeless affair. Bruised and battered, Professor Chaykin can only crawl, hoping to save his faithful, alien pal. Is this the way out or just another dead end?

Grand Prize

WHODUNIT?

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FIND OUT! WIN A PARKER BROTHERS Clue® MYSTERY WEEKEND

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PLAYER'S POLL

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Which of the following best describes your reaction to the new Super Power Club?

1. I would have renewed my subscription even without the club offer.
2. I'm definitely going to renew so I can continue to be a member.
3. I'm more likely to renew in order to be in the club.
4. I'm undecided about renewing.
5. I'm not planning to renew.

B. How do you feel about each of the following club benefits?

	Great			Poor
1. Special January Issue	1	2	3	4
2. Trading Cards	1	2	3	4
3. Free System Cleaning	1	2	3	4
4. Discount Coupons	1	2	3	4
5. Free Password Guide	1	2	3	4

C. Do you plan to use the discount certificate to buy new Game Paks?

1. YES 2. NO

D. Do you think you'll trade cards with friends to try to win free Game Paks?

1. YES 2. NO

E. How old are you?

1. Under 6
2. 6-11
3. 12-14
4. 15-17
5. 18-24
6. 25 or older

F. Sex

1. Male 2. Female

Please use the game titles on the back of this card to answer the following questions.

G. Please indicate, in order of preference, your five favorite NES games.

H. Please indicate, in order of preference, your five favorite Game Boy games.

I. Please indicate, in order of preference, your five favorite Super NES games.

J. Trivia Test: What is the name of Bart Simpson's youngest sister?

Answers to the Player's Poll - Volume 41

Name ____________________ Tel. ____________________

Address ____

City ______________ State ______________ Zip ______________

Membership No. ____________________ Age ______________

Please answer by circling the numbers that correspond to the survey questions above.

A. 1 2 3 4 5

B. Indicate number 1-4 1.___ 2.___ 3.___ 4.___ 5.___

C. 1 2

D. 1 2

E. 1 2 3 4 5 6

F. 1 2

G. Indicate numbers 1-100 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

H. Indicate numbers 101-150 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

I. Indicate numbers 151-193 (from list on back of card) 1.____ 2.____ 3.____ 4.____ 5.____

J. Trivia Test Answer: ________________________________

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1. The Addams Family
2. Adventures of Lolo III
3. American Gladiators
4. Barbie
5. Baseball Stars
6. Bases Loaded II
7. Batman
8. Battletoads
9. Bill & Ted's Excellent Video Game Adventure
10. A Boy and His Blob
11. Captain America and the Avengers
12. Casino Kid 2
13. Castlevania II—Simon's Quest
14. Castlevania III—Dracula's Curse
15. Contra Force
16. Crystalis
17. Defenders of Dynatron City
18. Déjà Vu
19. Dick Tracy
20. Die Hard
21. Disney's Duck Tales
22. Disney's Rescue Rangers
23. Double Dragon II
24. Double Dragon III
25. Dragonstrike
26. Dragon Warrior
27. Dragon Warrior II
28. Dragon Warrior III
29. Dr. Mario
30. Eliminator Boat Duel
31. The Empire Strikes Back
32. F-15 Strike Eagle
33. Final Fantasy
34. The Flintstones
35. Gargoyle's Quest
36. G.I. Joe
37. Gold Medal Challenge
38. Gremlins 2
39. Hudson's Adventure Island 3
40. Kung Fu II
41. The Legend of Zelda
42. Lemmings
43. The Little Mermaid
44. Little Nemo the Dream Master
45. Little Samson
46. Maniac Mansion
47. Mega Man
48. Mega Man II
49. Mega Man III
50. Mega Man IV
51. MetalStorm
52. Metroid
53. Might and Magic
54. Monopoly
55. NES Open Tournament Golf
56. NES Play Action Football
57. Nightshade
58. Ninja Gaiden 2
59. Ninja Gaiden 3
60. Nobunaga's Ambition II
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72. The Simpsons: Bart vs. the World
73. Smash T.V.
74. Snow Bros.
75. Space Shuttle Project
76. Stanley: The Search for Dr.Livingston
77. Star Trek
78. StarTropics
79. Star Wars
80. Super Off Road
81. Super Mario Bros.
82. Super Mario Bros. 2
83. Super Mario Bros. 3
84. Sword Master
85. T & C 2: Thrilla's Surfari
86. Tecmo Super Bowl
87. Teenage Mutant Ninja Turtles
88. Tetris
89. Terminator 2: Judgment Day
90. Tiny Toon Adventures
91. TMNT II: The Arcade Game
92. TMNT III
93. Tom & Jerry
94. Ultima: Quest of the Avatar
95. Ultima: Warriors of Destiny
96. Ultimate Air Combat
97. Vice: Project Doom
98. Where in the World is Carmen Sandiego?
99. Wizards & Warriors III: Kuros' Visions of Power
100. Zelda II—The Adventure of Link

Game Boy Games

101. The Addams Family
102. Adventure Island
103. Barbie
104. Bases Loaded
105. Batman
106. Battletoads
107. Bionic Commando
108. Castlevania II: Belmont's Revenge
109. Choplifter II
110. Dick Tracy
111. Double Dragon II
112. Double Dragon III
113. Dr. Mario
114. Faceball 2000
115. Final Fantasy Adventure
116. Final Fantasy Legend
117. Final Fantasy Legend 2
118. F-1 Race
119. Gauntlet 2
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124. Kid Icarus
125. Kingdom Crusade
126. Kirby's Dream Land
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128. Mega Man in Dr. Wily's Revenge
129. Metroid II: The Return of Samus
130. Operation C
131. Prince of Persia
132. RoboCop
133. The Simpsons: Escape From Camp Deadly
134. Spider-Man
135. Star Trek
136. Star Wars
137. Super Mario Land
138. Super RC Pro-Am
139. Sword of Hope
140. Tecmo Bowl
141. Terminator II: Judgment Day
142. Tetris
143. TMNT: Back from the Sewers
144. TMNT: Fall of the Foot Clan
145. Tom & Jerry
146. Top Gun: Guts and Glory
147. Turn and Burn
148. Ultima: The Runes of Virtue
149. Wave Race
150. Wordtris

Super NES Games

151. The Addams Family
152. ActRaiser
153. Arcana
154. Bill Laimbeer's Combat Basketball
155. Castlevania IV
156. Drakkhen
157. Final Fantasy II
158. Final Fight
159. F-1 ROC
160. F-Zero
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162. Hal's Hole-in-One Golf
163. John Madden's Football
164. Krusty's Fun House
165. The Legend of Zelda—A Link to the Past
166. Lemmings
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176. SimCity
177. The Simpsons: Bart's Nightmare
178. Smash T.V.
179. Soul Blazer
180. Streetfighter II
181. Super Adventure Island
182. Super Baseball Simulator 1.000
183. Super Bases Loaded
184. Super Bowling
185. Super Ghouls 'N Ghosts
186. Super Mario Kart
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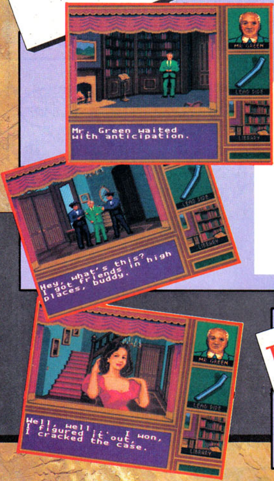
15 Winners

From Parker Brothers, a Clue Game Pak and a new 3-D board game, Clue: The Great Museum Caper



Mr. Green waited with anticipation.

Hey, what's this? I got friends in high places, buddy.

Well, well... I won, I figured it out, I cracked the case.

Clue
THE GREAT MUSEUM CAPER
A 3-D Art Theft Mystery — in the Classic CLUE Tradition

Third Prize
50 Winners

Nintendo Power T's

Official Contest Rules

To enter, either fill out the Player's Poll response card or print your name, address, telephone number and answer to question "J" on a plain 3 1/2′ x 5″ card. Mail your entry to this address:

NINTENDO POWER PLAYER'S POLL
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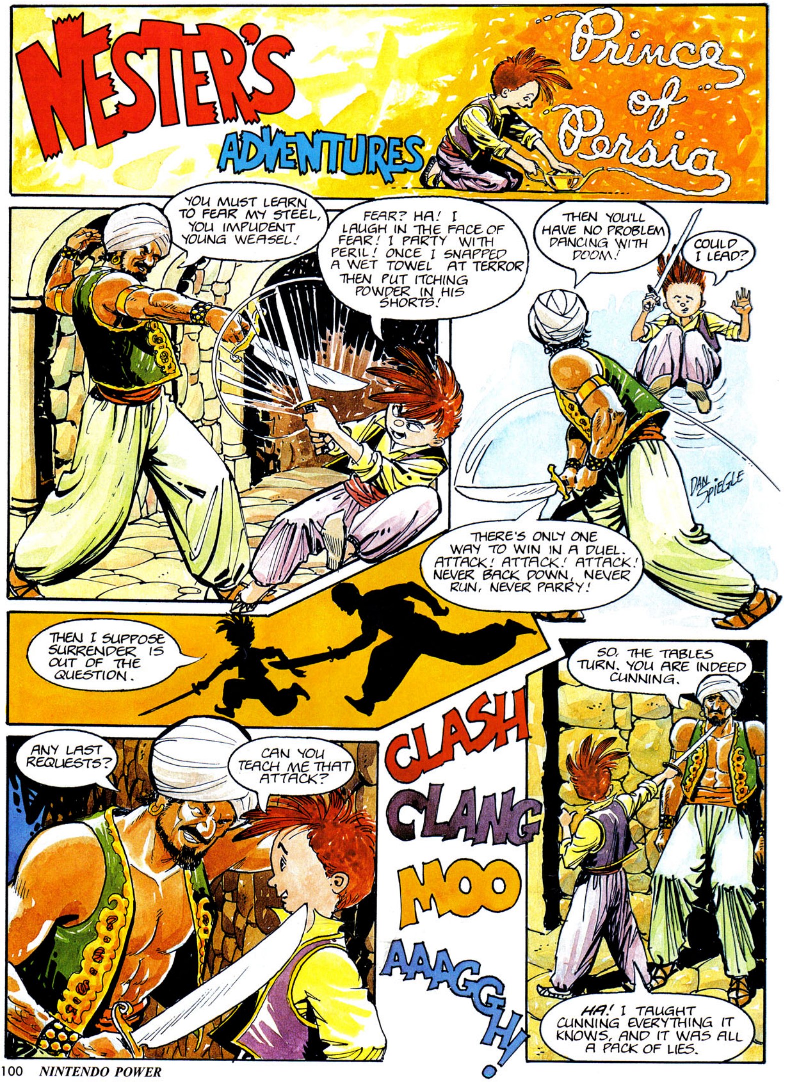
One entry per person, please. All entries must be postmarked no later than November 1, 1992. We are not responsible for lost, stolen or misdirected mail. On or about November 15, 1992, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The ratio of prizes to entry cards distributed is 66:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after November 30, 1992, send your request to the address provided above. GRAND PRIZE TRIP: Nintendo will arrange air travel and accommodations for the Grand Prize winner and two guests at Season's Resort, where they will take part in a Clue Mystery Weekend. If under 18, the winner must be accompanied by a parent or legal guardian. The winner must also provide written release to Nintendo of America Inc. Estimated value of the grand prize is $5000. Exact date of the trip is subject to final determination by Nintendo of America Inc. and to accommodation and airfare availability. Some restrictions apply. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.


NESTER'S ADVENTURES
Prince of Persia
YOU MUST LEARN TO FEAR MY STEEL, YOU IMPUDENT YOUNG WEASEL!
FEAR? HA! I LAUGH IN THE FACE OF FEAR! I PARTY WITH PERIL! ONCE I SNAPPED A WET TOWEL AT TERROR THEN PUT ITCHING POWDER IN HIS SHORTS!
THEN YOU'LL HAVE NO PROBLEM DANCING WITH DOOM!
COULD I LEAD?
DAN SPIEGLE
THERE'S ONLY ONE WAY TO WIN IN A DUEL. ATTACK! ATTACK! ATTACK! NEVER BACK DOWN, NEVER RUN, NEVER PARRY!
THEN I SUPPOSE SURRENDER IS OUT OF THE QUESTION.
ANY LAST REQUESTS?
CAN YOU TEACH ME THAT ATTACK?
CLASH
CLANG
MOO
AAAGGH!
SO, THE TABLES TURN. YOU ARE INDEED CUNNING.
HA! I TAUGHT CUNNING EVERYTHING IT KNOWS, AND IT WAS ALL A PACK OF LIES.

POWER PLAYERS
NINTEN POWER

BATMAN: RETURN OF THE JOKER

Mike Sindorf	Plattsmouth, NE	Finished
Jeff Sneed	Milford, OH	Finished
Nathan Derksen	Burlington, IA	Finished
Nicholas Lurz	Norfolk, NE	Finished
Chris & Ryan Krueger	Medford, MA	Finished

CASTLEVANIA IV

Kenny Newman	Murrells Inlet, SC	Finished
Randy Lukken	Superior, WI	Finished
Rob & Matt Parkins	Ansonia, CT	Finished
Roy Bolton	Oscoda, MI	Finished
Ryan Spencer	Emmett, ID	Finished
Valerie Ciesicki	Saline, MI	Finished
Craig Jensen	Lincoln Park, MI	Finished
George Raimo	Lynn, MA	Finished
Milton Encarnacian	Juncos, PR	Finished
Paul Nichols	Jackson, MI	Finished
Romell Alvarado	El Paso, TX	Finished
Shant Perea	Denver, CO	Finished
Trapper Hallam	Anchorage, AK	Finished
Bryce Marine	Pocatello, ID	Finished
Eli Wilson	Manitou Beach, MI	Finished
Ryan Mitchell	Seffner, FL	Finished
Julie Miller	Lincoln, NE	Finished

DARIUS TWIN

Mike Rolfe	Rising Sun, MD	Finished
Wesley McGrew	Collinsville, MS	Finished
Andrew Ariens	Lemoore, CA	Finished
Jedadiah Moody	Wilton, CT	Finished
John Keyser	Baltimore, MD	Finished
Mary Neat	Madison, WI	Finished

DR. MARIO

Fred Garlington	Aurora, CO	433,400
Gerald Loos	Alhambra, CA	387,500
Sandy Welle	Albany, MN	325,200
Mike Holmes	Littleton, NH	320,100
Verna Osburn	Sacramento, CA	290,100

DRAGON WARRIOR III

Terri Gillette	Albany, OR	Finished
Janice McQueen	Clifton, NJ	Finished
Melvin Portell, Jr.	Cadet, MO	Finished
Jack Clemento	Philadelphia, PA	Finished
Wes Wills	South Hutchinson, KS	Finished

FINAL FANTASY II

Dan Macleod	Biddeford, ME	Finished
Jimmy Hook	Bakersfield, CA	Finished
Luke Chidester	Ossian, IN	Finished
Michael Bruno	Marlton, NJ	Finished
Tom Cowart	Rogers, AR	Finished

HOME ALONE

Brian O'Donnell	Acton, MA	Finished
Debra Greene	Grand Junction, IA	Finished
Derek Johnson	Waupaca, WI	Finished
James Rabon	Missouri City, TX	Finished
Michelle & Jerry Morgan	Scranton, PA	Finished

LAGOON

Josh & Ben Casson	Rockville Centre, NY	Finished
Len Woida	Marietta, GA	Finished
Michael Starcher	Dallas, TX	Finished
Rick Willard	Henderson, TX	Finished
Alex Gutierrez	Youngstown, OH	Finished
Carina Gibba	Jacksonville, AR	Finished
Jack Grebski	Hartsdale, NY	Finished

THE LEGEND OF ZELDA A LINK TO THE PAST

Nick Rivich	Hammond, IN	Finished
Pat & Ken Johnson	Lehigh Acres, FL	Finished
Pete Khalil	Highland Heights, OH	Finished
Tony Antonellis	Palm Beach Garden, FL	Finished

METROID II: RETURN OF SAMMUS

Damon Rolls	Annapolis, MD	Finished
Nathan Noland	Amarillo, TX	Finished
Peter O'Reilly	Gardnerville, NV	Finished
Kyle & Ian Dempsey	Rome, NY	Finished
Mark Sonnabaum	Santee, CA	Finished
Paul Steinman	Westminster, CO	Finished
Todd Huling	Abilene, TX	Finished
Tony Williams	Bloomington, IN	Finished

PENGUIN WARS

Stephen Cipolone	Woodbury Heights, NJ	Finished
Kyle Wackenheim	Absecon, NJ	Finished
Andy Baker	Pocatello, ID	Finished

ROBOCOP 2

Jeremy Plascak	Glendale, CA	Finished
Pierre Arseneau	Carceton, PQ	Finished
Lucy Pivolos	Vancouver, BC	Finished
Jerry Ford	San Francisco, CA	Finished

SUPER MARIO WORLD

Nathaniel & Auburn Slavec	Lafayette, CO	Finished
Nicholas Mellon	Cumberland, MD	Finished
Rashiem Bell	Freeport, NY	Finished
Richard Renninger, Jr.	Schuylkill Haven, PA	Finished
Ron & Deb Hanson	Palmyra, VA	Finished
Tim Kung	Toronto, ON	Finished
Wayne Eaker	Matthews, NC	Finished
William Kitchens, Jr.	Atlanta, GA	Finished
Zane Norman	Stilwell, OK	Finished
Eric Levine	Sudbury, MA	Finished
Jason Kuether	Meredith, NH	Finished

SUPER R–TYPE

Derek Friese	Jackson, MO	Finished
Jason Petroze	Fontana, CA	Finished
Mike Ihly	Denver, CO	Finished
Becky Hutt	Los Angeles, CA	Finished
Dieter O'Bardy	Chicago, IL	Finished
Rajesh Gupta	Spotswood, NJ	Finished

TERMINATOR 2: JUDGMENT DAY

Frank Aburto	Freehold, NJ	Finished
Jennnifer Case	Knoxville, TN	Finished
Elise Romaro	Fort Worth, TX	Finished
Bobby Jaine	Sacramento, CA	Finished

TMNT: FALL OF THE FOOT CLAN

Gina Kuentzler	Saint Louis, MO	Finished
Andy Miller	Westlake, OH	Finished
Kasey Elkton	Little Rock, AR	Finished

TETRIS

John Powers	Holtwood, PA	566,310
Tom Eagan	Rochester, NY	532,560
Earl Jacquot	Cincinnati, OH	324,668
Carol Borowick	Blanie, MN	319,401
Douglas Rosenbach	Dundee, IL	235,244
Mary Lou DeMille	Peabody, MA	106,529

TETRIS

Ron Kaye	Los Angeles, CA	531,022
Brad Davenport	San Jose, CA	525,599
Brenda Marchand	Minneapolis, MN	435,122
KJ McLoughlin	Portland, ME	401,226

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

GEORGE & ROB'S

NOW PLAYING

OCTOBER 1992

TWO GUYS' OPINIONS ON THE LATEST RELEASES

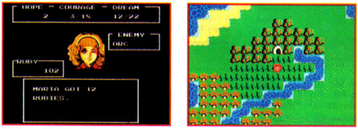
Hand-to-hand combat and sports games play a big part in this issue's list of recent releases. Read on and we'll tell you which ones make the grade.

THE LEGEND OF THE GHOST LION

Maria is a brave heroine who won't leave the monster slaying and mystery solving to musclebound warriors. Armed with a dagger and plenty of courage, she's ready to take on the creepy creatures of a strange land. Help her find new items, recruit powerful fighting specialists and make the land safe for peaceful beings.

GEORGE This game is very similar to several other NES role playing games, most notably the games in the Dragon Warrior series. The biggest difference is that the warrior in this game is a young woman. It's a nice twist and an all around good game for the genre.

ROB It is nice that this game gears itself toward a female audience. But, I don't think that it will cause any non-role players to want to play role-playing games.



MARIA GOT 12 RUBIES.

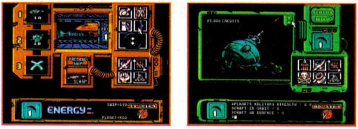
The legend of the Ghost Lion is a good, solid entry in the role-playing category.

OVERLORD

Planetary conquest is the theme of this popular PC game conversion. The object is to take control of a series of planets and to conquer a computer-controlled planet-ruling rival. Options include sending out colonizing fleets, changing your planets' economic conditions and building defensive forces. The game is over when only one ruler remains.

GEORGE It takes an investment in time to learn the rules and controls of this game. But given time, Overlord can prove to be a lot of fun.

ROB Overlord is really two games in one. You have the strategy part when you're establishing colonies on uninhabited planets. Then you have the action-oriented battles against rival forces. Both take some getting used to. The game gets low marks on first impressions but high marks on graphics and concept.



You can establish civilizations and declare war on other planets in the NES translation of Overlord.

POWER BLADE II

This futuristic sequel takes place in the year 2200, ten years after the destruction of the Brain Master. While peace has been temporarily restored, a weapons company called the Delta Corporation has developed a very powerful cyborg which they are eager to sell to the highest bidder. Your mission is to fight through six stages to Delta HQ and destroy the cyborg before it falls into the wrong hands.

GEORGE We've seen a lot of side-view action games for the NES. While this one certainly doesn't offer anything new, it should appeal to fans of the genre.

ROB It's got good play control, good graphics and a solid story. What else do you need?

SPIDER-MAN: RETURN OF THE SINISTER SIX

The Amazing Spider-Man swings into the NES in a big way with a six-stage battle against a group of his most feared enemies. Join the Web-Slinger as he takes on the members of the Sinister Six before they can mount a plan to take over the world. Electro, the Sandman, Mysterio, Hobgoblin, the Vulture and Dr. Octopus are featured.

GEORGE It's great to see Spider-Man finally make it to the NES. The graphics are good and the villains are great, but play control is a little rough.

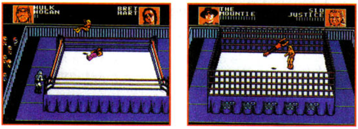
ROB You can release what looks like a perfect punch and end up swinging right past your enemy. That gets kind of frustrating, but otherwise it's a fun game.

WWF WRESTLEMANIA STEEL CAGE CHALLENGE

Ten WWF stars, including Hulk Hogan, "Rowdy" Roddy Piper, the Mountie and the Undertaker fight for the WWF Championship Belt in this latest NES offering. You can pummel your opponents on the traditional mat or climb into the steel cage for a fight to the finish.

GEORGE While this game does have a new lineup of wrestlers and the steel cage, it's not much different than the WWF games that have already been released.

ROB I like the idea of the steel cage, but it alone is not enough to make the game exciting.



The latest NES WrestleMania game features the standard mat and a steel cage.

BIONIC COMMANDO

Members of the Doraize Army have kidnapped agent Super Joe. As Rad Spencer, it's your job to infiltrate Doraize territory and to find Joe before he gives away too many secrets.

GEORGE Bionic Commando for Game Boy is nearly identical to the NES classic, and that's good news. This futuristic adventure has unique play control. Instead of being able to jump, your character can only run and swing on his Bionic Arm. But don't let that put you off. The Arm is very versatile and easy to get used to.

ROB It's a top-notch action game.

DOUBLE DRAGON 3

Get set for more martial arts action on Game Boy. The Lee brothers are in search of the famed Rosetta stones. When they use the power of these priceless gems, they'll be able to beat even the toughest opponents.

GEORGE The stages of this game are short. Expert players could complete the adventure too quickly.

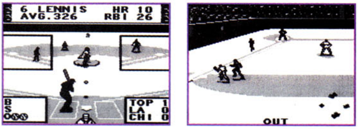
ROB It's not a bad game, but there's really nothing new here. I also think that the characters are small and their movement seems to be limited. If you want good side-view action for Game Boy, my pick this issue would be Bionic Commando.

ROGER CLEMENS MVP BASEBALL

Following its success on the NES, Roger Clemens MVP Baseball has made its way to the compact video game system. This one or two-player game features on-the-field viewpoints which change to follow the ball.

GEORGE Since the action is shown with several different angles, it can be confusing to figure out what's happening in crucial moments. But, after a few innings, it feels more natural.

ROB It's a fun game and a good addition to the relatively small Game Boy Baseball library.



Roger Clemens MVP Baseball offers a new perspective on the Great American Pastime.

TOM & JERRY

Jerry the mouse attempts to squeak by Tom the cat in this fast-paced ten-stager from Hi Tech. While it's similar in style to their NES adventure, the stages and special items for this Game Boy thriller are all new.

GEORGE I think that this is the first small character in a big world game for Game Boy. It's a pretty typical side-scroller, but still a lot of fun.

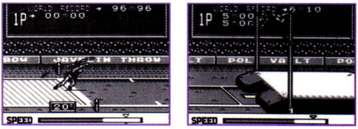
ROB Hi Tech scored big with me on their Game Boy version of The Hunt for Red October because a second player could control the opposition. I think that it would have been cool if that same idea was used in this game.

TRACK & FIELD

The summer games may be over but you can relive your favorite events with the Game Boy translation of this arcade and NES classic.

GEORGE I've always liked the various versions of this track & field exercise. It moves from event to event at a good pace.

ROB The best thing about this game is variety. It has 11 events and they're all great.



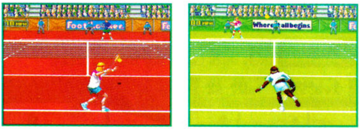
Conduct your own summer games with Track & Field from Konami.

AMAZING TENNIS

The viewpoint comes down to court level for fast-paced tennis action in Amazing Tennis from Absolute. You can serve up a drop shot, return with a soft slice, lob the ball to the back line or send it reeling with topspin. Fifteen computer-controlled players challenge you to matches on grass, clay and hard courts.

GEORGE I like the big characters and the smooth animation of this game. The digitized voice of the scorekeeper and excellent sound effects also add a sense of realism.

ROB The players move very realistically and the low viewpoint pulls you into the action, but I find it tricky to control players accurately on the far side of the court.



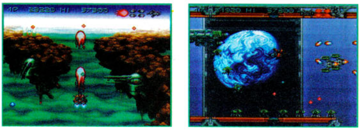
Big players and a low angle add a sense of realism to Amazing Tennis.

AXELAY

The Illis Solar System is under attack by ships from the Dark Empire. It's up to you to pilot the Axelay fighter through six alien-filled stages and thwart the Dark Empire's plans for domination. The action takes place with head-on and side-scrolling views and there are three difficulty settings to challenge players of different skill levels.

GEORGE The graphics for this space-shooter are fantastic. There are a lot of great backgrounds and dozens of cool alien ships. My only complaint is that the head-on view does take some getting used to. I spent a lot of time at the beginning of the game running into obstacles.

ROB While I am getting a little tired of space shooters, the new perspective in this game is cool and the digitized voices are very good.



Pilot the Axelay to victory over the Dark Empire.

BART'S NIGHTMARE

Bart Simpson has fallen asleep while doing his homework. You've got to guide him through six surreal stages and help him gather up the pages which have blown out the window and scattered in the wind. A host of Simpsons characters play a part in this dream world including Itchy & Scratchy, Bartman and nightmare versions of Marge and Homer.

GEORGE The characters and situations in this adventure are very inventive. I like all of the things that Bart can do, but find him sometimes difficult to control.

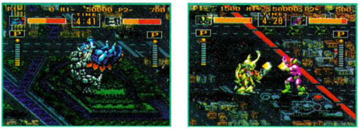
ROB This game took me by surprise. It has a lot of variety, along with some great characters and fun ideas.

KING OF THE MONSTERS

Journey to the near future for a one-on-one bout with Super Monsters against a back drop of eight crowded cities. One or two players can choose from four huge crushers; Astro Guy, Geon, Rockey and Beetle Mania. Monsters earn bonus points for destroying the building around them.

GEORGE While there's no denying that it's tons of fun to fight giant monsters and crush cities under your feet, King of the Monsters doesn't compare to Street Fighter II as a one-on-one fighting game. Street Fighter II has more and bigger characters, and a lot more fighting moves.

ROB King of the Monsters has some pretty tough competition in the way of Street Fighter II and I don't think that it lives up to those standards.



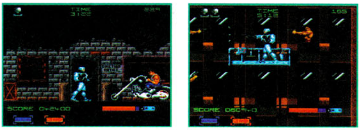
Four different monsters take turns stomping on cities and each other in King of the Monsters.

ROBOCOP 3

He's part man, part machine and now he's making his debut on the Super NES. RoboCop pounds through a dangerous mission over the Splatter Punks of New Detroit in a high caliber adventure from Ocean. Your mission is to blast through the city streets with as much firepower as you can muster and to look for a way to stop the notorious Kanemitsu corporation from taking over the city.

GEORGE The graphics and action are great in this game, but I think that even the best players will have a difficult time completing the very tough advanced stages.

ROB The most impressive aspects of this game for me are the graphics and music. They're both very appropriate for the RoboCop theme.



RoboCop muscles his way through his first Super NES adventure.

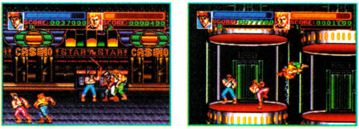
SUPER DOUBLE DRAGON

For their Super NES debut, Billy and Jimmy Lee are returning to plots of the past. It seems that the Black Shadow Warriors and Billy's girlfriend, Marian, have both returned so that the Lee brothers can defeat one and save the other. The settings for this seven mission martial arts adventure include the streets of Las Vegas and the span of the Golden Gate Bridge.

GEORGE The graphics and variety of moves make this game a lot of fun to play.

ROB In my mind, the Double Dragon games haven't changed much, nor do they vary from other street fighting games. One thing that I think is unique with this game is that every battle is a real challenge, even the fights with the low level goons. You can't just plow through any of the enemies.

The opinions of Rob and George do not reflect the opinions of Nintendo Power or Nintendo of America, Inc.



Not to be out done by RoboCop, Billy and Jimmy Lee make their Super NES debut this month as well.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
ADVENTURE ISLAND 3	HUDSON	1P	3.3	3.8	3.4	3.3	COMIC ACTION
THE LEGEND OF THE GHOST LION	KEMCO	1P/BATT	2.7	3.0	3.3	3.2	ROLE PLAYING
OVERLORD	VIRGIN GAMES	1P/BATT	3.3	2.6	3.6	3.8	SCI-FI SIMULATION
POWER BLADE II	TAITO	1P/PASS	3.3	3.6	3.4	3.5	SCI-FI ACTION
SPIDER-MAN: RETURN OF THE SINISTER SIX	LJN	1P	2.8	2.7	3.1	3.1	COMIC BOOK ACTION
WWF WRESTLEMANIA STEEL CAGE CHALLENGE	LJN	2P-S	3.0	3.1	2.9	2.8	WRESTLING

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
BIONIC COMMANDO	CAPCOM	1P/PASS	3.8	3.8	3.7	3.9	SCI-FI ADVENTURE
DOUBLE DRAGON 3	ACCLAIM	2P-S	3.0	2.9	3.1	2.8	STREET FIGHTING
ROGER CLEMENS MVP BASEBALL	LJN	2P-S/PASS	3.2	3.2	3.2	3.5	BASEBALL
TOM & JERRY	HI TECH	2P-A/PASS	3.4	3.6	3.3	3.4	COMIC ACTION
TRACK & FIELD	KONAMI	2P-S	3.6	3.6	3.6	3.5	SPORTS
WORLD ICE HOCKEY	IGS	2P-S/PASS	2.9	2.6	3.2	2.9	HOCKEY

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS G	P	C	T	GAME TYPE
AMAZING TENNIS	ABSOLUTE	2P-S	3.8	2.8	3.3	3.6	TENNIS
AXELAY	KONAMI	1P	4.1	3.9	3.5	3.6	SCI-FI ACTION
BART'S NIGHTMARE	ACCLAIM	1P	4.2	3.1	3.5	4.2	COMIC ADVENTURE
KING OF THE MONSTERS	TAKARA	2P-S	3.3	2.6	3.4	3.5	MONSTER FIGHTING
OUT OF THIS WORLD	INTERPLAY	1P/PASS	4.1	2.8	3.8	4.3	SCI-FI ADVENTURE
ROBOCOP 3	OCEAN	1P	3.6	3.3	3.1	2.9	SCI-FI ACTION
SUPER DOUBLE DRAGON	TRADEWEST	2P-S	3.4	3.6	3.4	3.2	STREET FIGHTING
SUPER MARIO KART	NINTENDO	2P-S/BATT	4.4	3.9	4.5	4.4	COMIC RACING
SUPER PLAY ACTION FOOTBALL	NINTENDO	2P-S/BATT	3.7	2.9	3.8	3.9	FOOTBALL
TKO SUPER CHAMPIONSHIP BOXING	SOFEL	2P-S/PASS	3.4	3.4	3.5	3.6	BOXING

CHART KEY

You can get the most out of your game chart by understanding the catagories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS
S = SIMULTANEOUS
A = ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
D = THEME AND FUN

TOP 20

NINTENDO POWER

OCTOBER
1992

The points are quickly piling up! There was a lot of activity out there this month. Street Fighter II blasted its way from #12 last month to #3 this month. It'll be interesting to see if it can move past Super Mario World next month. Look out, Zelda!

NES

1 14,651 POINTS
36 MONTHS

SUPER MARIO BROS. 3

Need we say it? Yes, I think we will! They rule! The Bros. are excited about their new movie. Hollywood bound.

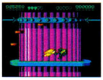
2 9,065 POINTS
5 MONTHS

TMNT III: THE MANHATTAN PROJECT

Hangin' tough at #2. The Turtles munched on some pepperoni and increased their lead over the 'Toads by just a bit.

3 8,405 POINTS
14 MONTHS

BATTLETOADS



The Battletoads had to do some serious battling to keep Zelda and Mega Man from overtaking them. Good show!

4 8,304 POINTS

THE LEGEND OF ZELDA

Octoroks! Peahats! Leevers! Oh my! Octoroks! Peahats! Leevers! Oh my!

5 8,035 POINTS

MEGA MAN IV

Dust Man and his Dust Crusher are on a rampage. Quick, fire up the Mega Buster!

6	6,059 POINTS	TECMO SUPER BOWL
7	5,535 POINTS	SUPER MARIO BROS. 2
8	5,344 POINTS	DR. MARIO
9	5,016 POINTS	MEGA MAN
10	4,788 POINTS	TETRIS
11	4,648 POINTS	FINAL FANTASY
12	4,323 POINTS	YOSHI
13	3,835 POINTS	MEGA MAN II
14	3,722 POINTS	TMNT II: THE ARCADE GAME
15	3,630 POINTS	MEGA MAN III
16	3,602 POINTS	BASES LOADED II
17	3,386 POINTS	METROID
18	3,352 POINTS	MONOPOLY
19	3,345 POINTS	DRAGON WARRIOR III
20	3,326 POINTS	ZELDA II: THE ADVENTURE OF LINK

SUPER NES

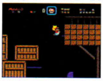
1 26,181 POINTS
10 MONTHS

THE LEGEND OF ZELDA—A LINK TO THE PAST

Crushing! For the third month in a row, A Link to the Past was tops on the Players, Pros and Dealer lists.

2 10,932 POINTS
10 MONTHS

SUPER MARIO WORLD



The Koopalings picked up a little steam with the Players again, but Mario is still sitting pretty at #2.

3 9,094 POINTS
4 MONTHS

STREET FIGHTER II: THE WORLD WARRIOR

This game has serious lasting value. That fact will keep it near the top of the charts for a long time to come.

4 7,268 POINTS

F-ZERO

Back to #4. You just can't go wrong with this game. Driving those hovercrafts is very challenging.

5 6,613 POINTS

FINAL FANTASY II

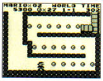
Perpetually hanging around the lower realms of the top 5, Final Fantasy II is a role-player's dream.

6	5,548 POINTS	CONTRA III: THE ALIEN WARS
7	4,554 POINTS	SUPER CASTLEVANIA IV
8	3,941 POINTS	FINAL FIGHT
9	3,925 POINTS	SUPER MARIO KART
10	3,649 POINTS	SIMCITY
11	3,576 POINTS	KRUSTY'S SUPER FUN HOUSE
12	3,401 POINTS	WWF SUPER WRESTLEMANIA
13	3,289 POINTS	SUPER BATTLE TANK: THE WAR IN THE GULF
14	2,974 POINTS	PILOTWINGS
15	2,760 POINTS	SUPER ADVENTURE ISLAND
16	2,667 POINTS	ACTRAISER
17	2,647 POINTS	THE ADDAMS FAMILY
18	2,594 POINTS	SUPER GHOULS 'N GHOSTS
19	2,559 POINTS	TOP GEAR
20	1,999 POINTS	SUPER STAR WARS

GAME BOY

1 17,441 POINTS
25 MONTHS

SUPER MARIO LAND



What a valiant comeback! Mario hunkered down and gained almost 7500 points over last month's effort. Stupendous!

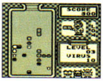
2 12,088 POINTS
10 MONTHS

METROID II: RETURN OF SAMUS

Samus did well, too, gaining almost 1800 points over last month's total. However, it was far from being enough.

3 6,866 POINTS
21 MONTHS

DR. MARIO



At times, it's possible for doctors to be a little under the weather. He's back at full strength now, though.

4 6,813 POINTS

THE SIMPSONS: ESCAPE FROM CAMP DEADLY

Another strong mover! Bart's Game Boy escapade is turning the heads of Players everywhere.

5 6,214 POINTS

BATTLETOADS

The 'Toads stumble and slip down to #5, but don't worry—they're not going anywhere.

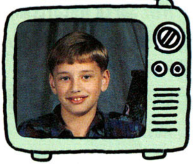
6	5,337 POINTS	TMNT II: BACK FROM THE SEWERS
7	5,091 POINTS	FINAL FANTASY ADVENTURE
8	4,931 POINTS	YOSHI
9	4,665 POINTS	MEGA MAN IN DR. WILY'S REVENGE
10	3,999 POINTS	SUPER MARIO LAND 2–6 GOLDEN COINS
11	3,857 POINTS	BATMAN: RETURN OF THE JOKER
12	3,660 POINTS	TERMINATOR 2: JUDGMENT DAY
13	3,313 POINTS	FINAL FANTASY LEGEND II
14	3,262 POINTS	NBA ALL-STAR CHALLENGE 2
15	3,237 POINTS	SUPER R.C. PRO-AM
16	2,970 POINTS	KID ICARUS
17	2,925 POINTS	TETRIS
18	2,909 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
19	2,852 POINTS	TMNT: FALL OF THE FOOT CLAN
20	2,805 POINTS	FACEBALL 2000

PLAYER'S PICKS

WHAT ARE YOUR FAVORITE GAME BOY GAMES?

PLAYER'S PICKS

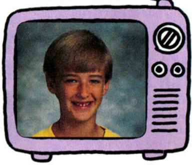
Brent Gorski
Cincinnati, OH



- The Simpsons: Escape From Camp Deadly
- Adventure Island
- Dr. Mario
- Battletoads
- TMNT: Fall of the Foot Clan

PLAYER'S PICKS

Josh Moore
Bountiful, UT



- Super Mario Land
- Mega Man In Dr. Wily's Revenge
- Home Alone
- TMNT II: Back From the Sewers
- TMNT: Fall of the Foot Clan

PLAYER'S PICKS

David Weber
Hibbing, MN

- Super Mario Land
- Mega Man In Dr. Wily's Revenge
- Metroid II: Return of Samus
- Dr. Mario
- Batman

PLAYER'S PICKS

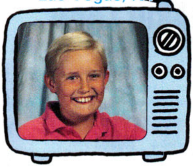
Brian Roberts
San Antonio, TX

- Dr. Mario
- Super Mario Land
- TMNT II: Back From the Sewers
- TMNT: Fall of the Foot Clan
- Spider-Man

PLAYER'S PICKS

PLAYER'S PICKS

Mike Tibbits
Las Vegas, NV

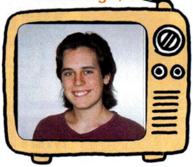


- TMNT II: Back From the Sewers
- Battletoads
- TMNT: Fall of the Foot Clan
- The Addams Family
- Adventure Island

PLAYER'S PICKS

PLAYER'S PICKS

Tim Bennett
San Deigo, CA



- Final Fantasy Adventure
- Final Fantasy Legend II
- Metroid II: Return of Samus
- Super Mario Land
- Final Fantasy Legend

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Game Boy Sports games. Cast a vote for your favorites in the Player's Poll this month.

Top 5 Game Boy Sports games: Player's Picks for October 1992

1. F-1 Race
2. Bases Loaded
3. Tecmo Bowl
4. Super R.C. Pro-Am
5. NBA All-Star Challenge 2

Celebrity Player Profile

Ken Griffey Jr.

Ken Griffey Jr., centerfielder for the Seattle Mariners and MVP of this year's all-star game, takes his game play seriously, on and off the field. When he travels on the team plane, he packs along two ten-inch televisions and a pair of Nintendo game systems, along with a 30-foot extension cord and a couple of multiple-plug outlets. We sent Junior some of the latest baseball titles for the Super NES, then got together with him between games to get a pro's opinions on America's favorite pastime, video style.

NP: How long have you been a video gamer?

JR: Since the beginning. I played Atari growing up, and we had a computer that we played games on. We got the NES as soon as it came out. I have about six arcade games at home, too. I play one until I get tired of it, or until something new comes along, then I trade it in. I have to keep a pinball game for my mom, and my dad has to have a game where he can just blast everything.

NP: What kind of video games do you like best?

JR: I like sports games, and occasionally I play some adventure games, but sometimes I don't have enough time because I'm always on the go.

NP: How much time do you spend on the road?

JR: I travel about 120 days a year, and we have some long flights. I set up the NES--it's a major operation back there! We talk junk and fight each other for the best game. I have a reputation on the plane for running up the score in basketball.

NP: Do you have time to play when you're not on the plane?

JR: We have the most time during spring training. We're in training for about six weeks, so we play a lot then. We have tournaments, and when you lose, you have to sit out, so I don't like to lose.

NP: Do you play against members of other teams?

JR: No, that's too hard. Mostly I play teammates, because we're all there together at the same time. I play against guys in "A" ball, too. There's one guy in A ball who beats me every year.

NP: Who's that?

JR: My brother, Craig.

NP: He must be good! What did you think of Super Bases Loaded?

JR: I only played it a couple of times, but I had a tough time fielding. When your brother beats you 36 to 6, that's bad. The defensive play was better in Super Batter Up, but all the batters had the same swing. I didn't like Nolan Ryan's Baseball. I like a more realistic kind of game. Extra Innings was cartoonish, too.

NP: What's your favorite video game of all time?

JR: I like Jordan vs. Bird, mostly because of the slam dunk contest.

NP: You made history playing on a pro team with your dad. Did you grow up thinking that you'd play baseball?

JR: Yeah, but we didn't stay around the locker room or anything. We'd go toss. My dad would say, "Get your glove." And we'd go out on the field and play catch.

NP: Do you mind being called Junior?

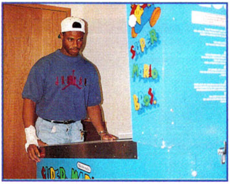
JR: No, it doesn't bother me. It's my nickname. Everybody on the team has nicknames. Kevin Mitchell is Huggabear, Dennis Powell is Heavy D, Edgar Martinez is Gar, and we call Calvin Jones Cujo, because his ears are kind of pinned back.

NP: We hear about lots of professional athletes being superstitious. Are you?

JR: I'm really superstitious about my stuff. I don't allow other players to put their hands in my glove. I don't spike my helmet when I'm out--it has to protect my head! I got really superstitious this year. I drove my Porsche to the ballpark for the first two weeks of the season, and I didn't get any hits. I put that one in the garage and started driving my Mercedes and I got really hot.

NP: Outside of baseball and video games, what interests do you have?

JR: Rap. My favorite rap artist is Ice Cube. I got to meet him in Chicago. And last year I did a demo with Kid Sensation called "Listen to the Way I Swing." It has an anti-drug message.



He says that his mom is the pinball wizard in the family, but Junior racked up a respectable score on the new Super Mario Bros. arcade pinball game.

NINTENDO POWER

A LOOK INTO THE GAMES OF THE FUTURE

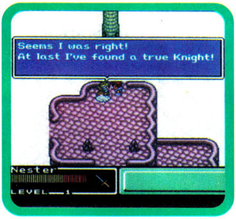
PAK WATCH

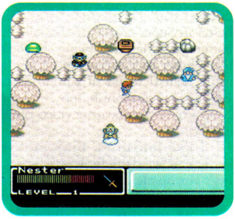
BLAST OFF

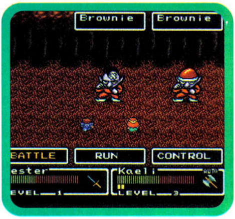
FINAL FANTASY MYSTIC QUEST

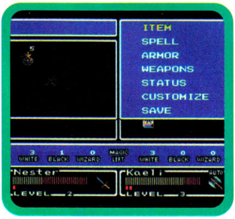
SQUARE

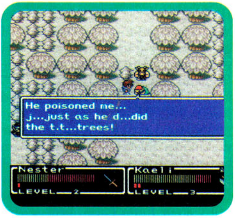
You are the knight spoken of in prophecy, the only one who can save the world. All that is to be expected in a Final Fantasy R.P.G., but this game is full of unexpected features that should appeal to more than just die-hard role players. Square designed Mystic Quest without all the tedious monster ambushes found in most R.P.G.s. Monsters appear in the overhead view screens, so you can look for a way around them, or prepare your hero for the battle. Once you're in the battle view, you can control characters or have the game automatically select their attacks. Another cool feature is that you can do things in the overview world, like bombing doors and chopping trees. The end result is a quick-moving adventure with excellent graphics and sound. The screen text reads well, too, including some light-hearted humor. For this Pak Watcher, Mystic Quest pushes all the right buttons.

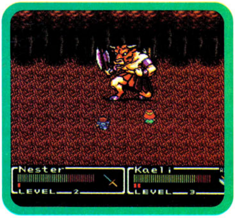

Seems I was right!
At last I've found a true Knight!
Nester
LEVEL 1


Nester
LEVEL 1


Brownie
Brownie
BATTLE
RUN
CONTROL
ester
EVEL 1
Kaeli
AUTO
LEVEL 3


ITEM
SPELL
ARMOR
WEAPONS
STATUS
CUSTOMIZE
SAVE
3 WHITE
1 BLACK
0 WIZARD
MAGIC LEFT
3 WHITE
0 BLACK
0 WIZARD
Nester
LEVEL 2
Kaeli
AUTO
LEVEL 3

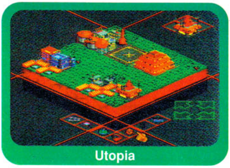

He poisoned me...
j...just as he d...did
the t.t...trees!
Nester
LEVEL 2
Kaeli
LEVEL 3

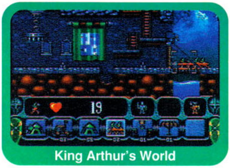

Nester
LEVEL 2
Kaeli
LEVEL 3

UNDER CONSTRUCTION

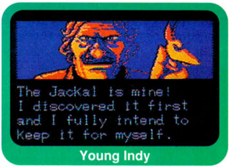
JALECO'S KINGDOM

Jaleco has an exciting line-up for this winter. Utopia, a space colony strategy game, will have an option for use with the Super NES Mouse, so it plays just like a PC game. King Arthur's World is a fun action puzzle game for the Super NES. As in Lemmings, you have specialists, but these specialists are knights, wizards, trolls and various types of soldiers. Your forces will have to march through 30 stages, crossing obstacles and defeating castles. This Pak Watching berserker ran amok with an early version of the game. Finally, The Young Indiana Jones Chronicles for the NES promises to include lots of action from different episodes of Indy's spectacular career around the world.


Utopia



King Arthur's World

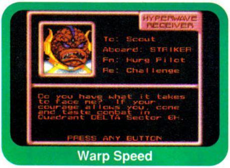

The Jackal is mine!
I discovered it first
and I fully intend to
Keep it for myself.

Young Indy

UNDER CONSTRUCTION

WARP SPEED WITH ACCOLADE

Warp Speed is a Super NES space-fighting simulation with nine basic missions. In each mission, you have to eradicate the aliens in multiple quadrants, while looking for an alien boss ship. The first-person cockpit view looks out on a galaxy of stars, asteroids, black holes and swarms of ships (16 different styles). The battle plan is up to you. Accolade is also finishing up work on Universal Soldier, based on the recent Van Damme film. An action game in the Contra style, it features cool weapons, but lacks the excellent control of that series.

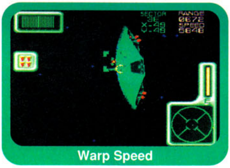

HYPERWAVE RECEIVER

To: Scout
Aboard: STRIKER
Fm: Hurg Pilot
Re: Challenge

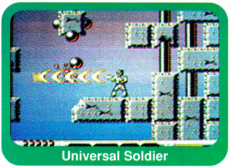
Do you have what it takes
to face me? If your
courage allows you, come
and taste combat in
Quadrant DELTA Sector 6H.

PRESS ANY BUTTON

Warp Speed



Warp Speed

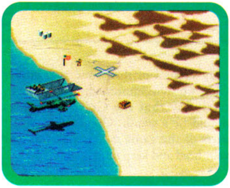

Universal Soldier

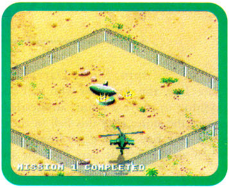
UNDER CONSTRUCTION

DESERT STRIKE

ELECTRONIC ARTS

The Super NES version of EA's Desert Strike: Return To The Gulf puts you in command of an Apache attack helicopter during a crises in the Persian Gulf. The first thing that struck this Pak Watcher was the depth of the graphics. The second thing was a surface to air missile. Flying low to the desert, you must identify and destroy strategic enemy targets while avoiding being shot down. It isn't easy, but then again, it's war.

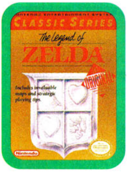




BLAST OFF

NINTENDO CLASSICS

Nintendo's Classic Series games are four of the biggest NES hits of all-time: The Legend of Zelda, Zelda II: The Adventure of Link, Punch-Out!!, and Metroid. They are being reissued this Fall, repackaged and, for players who have never played these classics, it's a great opportunity to see why millions of fans consider them some of the best games ever made for the NES, or any system.


Classic Series
The Legend of
ZELDA
The Original
Includes invaluable maps and strategic playing tips.
Nintendo

Classic Series
METROID
The Original
Nintendo

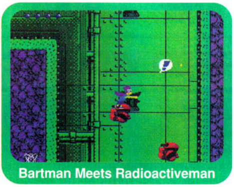
Classic Series
PUNCH-OUT!!
The Original
Nintendo

Classic Series
The Original
ZELDA II
The Adventure of
LINK
Another journey of ultimate challenge in the fantasy world of Hyrule
Nintendo

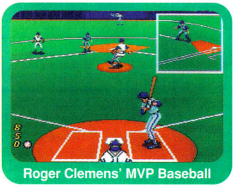
BLAST OFF

BARTMAN & BASEBALL FROM ACCLAIM

Bartman Meets Radioactiveman from Acclaim features Bart as his favorite super hero—himself. The Caped Carumba must rescue fellow super hero, Radioactiveman, but he'll have to pass through some tough stages. Roger Clemens MVP Baseball has great graphics and control. Fans should check it out later this Fall.



Bartman Meets Radioactiveman



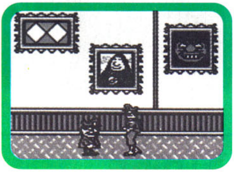
Roger Clemens' MVP Baseball

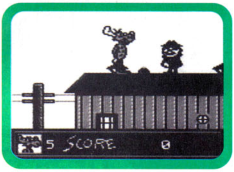
UNDER CONSTRUCTION

ROCKY & BULLWINKLE AND FRIENDS

T*HQ

Rocky & Bullwinkle and Friends from T*HQ starts off with a fun scene in Frostbite Falls where a Rocky and Bullwinkle museum is being dedicated. But when it is discovered that two of the security guards have foreign accents (Yes, dahlink!), well, you know there's trouble, and you can bet that Boris and Natasha are at the bottom of it. NES and SNES versions are also expected.



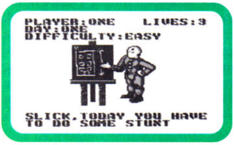


UNDER CONSTRUCTION

THE INCREDIBLE CRASH DUMMIES

LJN

Spin, Slick, Daryl and Spare Tire, the dummies who will do anything to prove a point, are headed toward the stores later this Fall in their own Game Boy action game from LJN. When your Pak Watchers first saw an early version of this game at Summer CES, we were impressed. Now, we can safely say that the Crash Dummies should be a smash. One of the coolest parts of the game is that you can lose your head and keep on crashing.

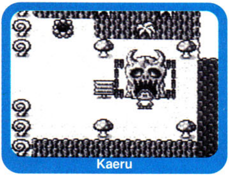


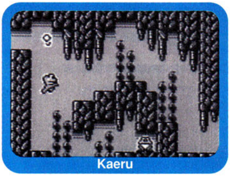
PLAYER:ONE LIVES:3
DAY:ONE
DIFFICULTY:EASY

SLICK, TODAY YOU HAVE
TO DO SOME STUNT

JAPAN WATCH

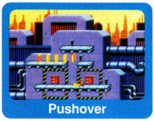
Kaeru is a big Game Boy R.P.G. from Nintendo that just appeared on the market. Besides the great graphics and humorous text in this game, Kaeru also has elements of adventure games in which you can do more than just wander about in the overworld. Although this game probably won't show up in the U.S., in Japan Kaeru has a lot of potential. Japanese game players have proven to have an insatiable appetite for R.P.G.s, unlike American players who seem to prefer to mix a little action with their adventures.

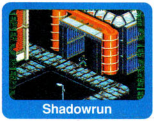

Kaeru

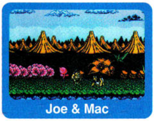

Kaeru

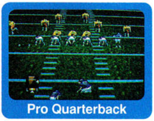
GOSSIP GALORE

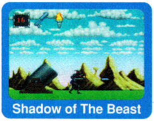
First up, for the Super NES, Ocean of America is perfecting a knock-down-all-the-dominoes action puzzle called Pushover, starring G.I. Ant and featuring special dominoes that float, split and explode. The Lost Vikings from Interplay puts you in control of three rowdy norsemen, each with a special skill that will help you get through some pretty wild worlds. Wordtris for the Super NES is a word puzzle game from Spectrum Holobyte. Expect falling blocks Tetris style, and if you manage to spell either Spectrum or Holobyte, consider yourself an expert. Shadowrun from Data East is in the early works, but the cyberpunk world looks intriguing. Data East also tells us that the final touches are being put on Joe & Mac for the NES. As for Batman Returns, Konami says that work continues. Work also continues on Tradewest's Pro Quarterback, which features a behind-the-quarterback perspective. The idea is to give you the feeling of being close to the field. Dungeon Master from JVC is coming out for the Super NES, probably before the end of the year. Super Shadow of the Beast from IGS is the best-looking version ever of the classic Psygnosis action game. And finally, Sküljagger from American Softworks is a fantasy action game with a twist. The game will be sold with an 80 page, dramatically illustrated comic novel that is filled with tips, clues and secret codes that can be used in the game. There's more here than meets the eye.

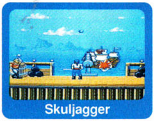

Pushover


Shadowrun


Joe & Mac


Pro Quarterback


Shadow of The Beast


Skuljagger

FUTURE GAMES
FOR THE

NES

Ace Harding: Lost In Las Vegas
Bartman Meets Radioactiveman
Crash Dummies
Dragon Warrior IV
F-117A Stealth Fighter
Joe & Mac
Krusty's Fun House
Rocky

SUPER NES

Amazing Tennis
Axelay
Cal Ripken Jr. Baseball
Chuck Rock
The Duel: Test Drive II
Equinox
Family Dog
Gods
King Arthur's World
Roadrunner's Death Valley Rally
Rocky & Bullwinkle
Super Double Dragon
Super Faceball 2000
Super Star Wars
Ultrabots: Sanction Earth
Universal Soldier
Utopia
Warp Speed

GAME BOY

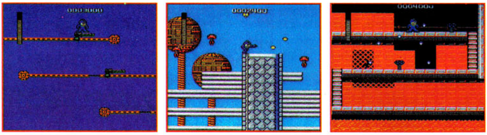
Ariel (The Little Mermaid)
Battleship
Flintstones
The Incredible Crash Dummies
Looney Tunes
M.C. Kids
Rocky & Bullwinkle
Roger Clemens' MVP Baseball
Speedball 2
Spider-Man 2
Super Mario Land 2
Tom and Jerry
Xenon II
Universal Soldier

NEXT ISSUE

COMING NEXT MONTH IN VOLUME 42

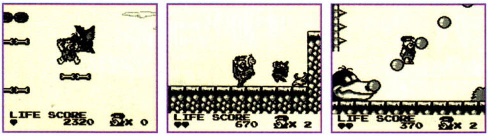
MEGA MAN

Another Classic Review! We thought it was a good time to go back and see how Mega Man started out. Capcom really knew what they were doing when they created the blue bomber.



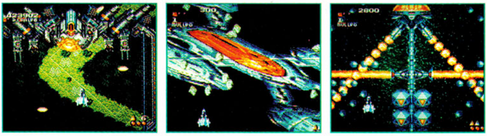
THE FLINTSTONES

After making an impressive NES appearance, the whole Bedrock clan makes the move to Game Boy. Join Fred in Taito's newest Stone Age offering. WILLLLLMAAAA!!!



SPACE MEGAFORCE

If you're into shooters, Toho has just the game for you! A dazzling array of effects, including some wild Mode 7 stuff, will be zooming your way courtesy of the Super NES.



SUPER STAR WARS

Lucasarts Games and JVC have come up with a winner. You already know the storyline --now play it! If the Force is with you, you'll help Luke destroy the Death Star. Superior graphics and sound!

LUKE
SCORE:
LEVEL

BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego?, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.
Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.
Volume 34 (Mar. '92): The Empire Strikes Back, Terminator 2, Nightshade, McKids, Lemmings, Zelda: A Link To The Past.
Volume 35 (Apr. '92): Captain America & The Avengers, T&C 2: Thrilla's Surfari, Yoshi.
Volume 36 (May '92): Darkwing Duck, Wacky Races, RoboCop 3, Work Boy, Super Adventure Island, Contra III, Xardion, Super Soccer.
Volume 37 (June '92): Lemmings (NES), Dragonstrike, Stanley: Search for Dr. Livingston, Arcana, Krusty's Fun House, Top Gear, F1 ROC.
Volume 38 (July '92): Panic Restaurant, Gold Medal Challenge, Might & Magic, Toxic Crusaders, Street Fighter II, NCAA Basketball.
Volume 39 (August '92): Gargoyles' Quest II, Casino Kid 2, Contra Force, Kirby's Dream Land, TMNT IV, Wings 2, Mario Paint.
Volume 40 (Sept. '92): Little Samson, Prince of Persia, Felix The Cat, Dino City, Soul Blazer, Monopoly, Super Bowling.

Use the Back Issue/Tip Book Order Form in this issue to order back issues, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2
Ninja Gaiden
Castlevania II-Simon's Quest
Zelda II-The Adventures of Link
TMNT

Volumes 1 through 6 featuring classic games are included in the First Year Set.

Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Batman
Final Fantasy

Six of the most popular NES games of all time are featured in Volumes 7 through 12.

3RD YEAR SET NOW AVAILABLE!

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information. If you like these games and want to know every single detail about them—these Strategy Guides are definitely the way to go!

STRATEGY GUIDES:

Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:

The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order Tip Books and Strategy Guides, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or Mastercard.

NINTENDO POWER SUPER POWER CLUB

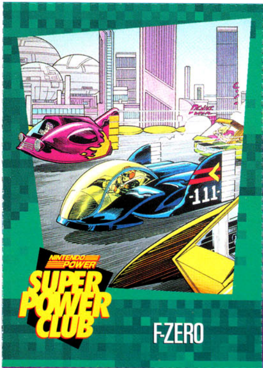
POWER CHALLENGE TRADING CARDS

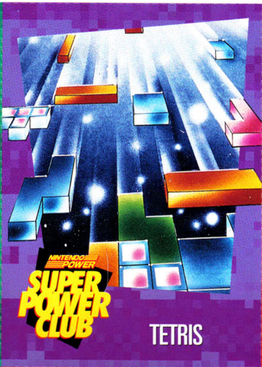
Look On Page 6 To Find This Month's Winning Trading Cards! · There's a Different Winning Series Every Month!

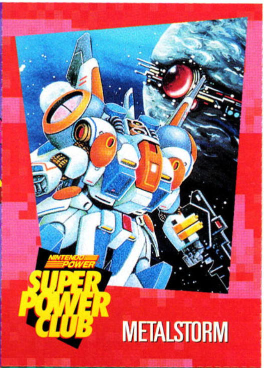
Please see the reverse side for all the details on how to win!

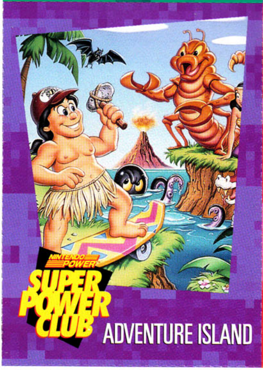
WIN ONE OF 500 SUPER NES GAME PAKS!

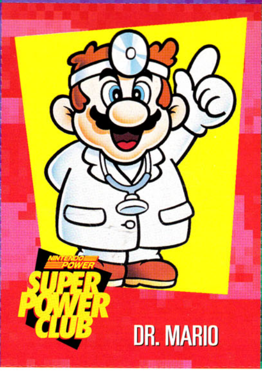
Power Challenge Trading Cards can do more than increase your library of games: they can sharpen your playing skills! Look on the back of each card to find a Power Challenge for Beginner, Novice and Pro-level players. The Power Challenges are set by top Game Play Counselors and the Nintendo Power Staff. Go ahead, give 'em a try. They're a lot of fun!

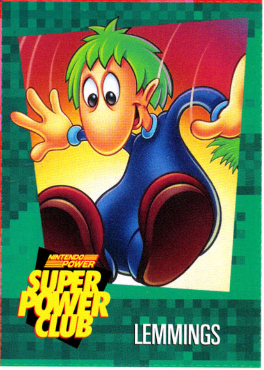

NINTENDO POWER
SUPER POWER CLUB
F-ZERO
-111-


NINTENDO POWER
SUPER POWER CLUB
TETRIS


NINTENDO POWER
SUPER POWER CLUB
METALSTORM


NINTENDO POWER
SUPER POWER CLUB
ADVENTURE ISLAND


NINTENDO POWER
SUPER POWER CLUB
DR. MARIO


NINTENDO POWER
SUPER POWER CLUB
LEMMINGS

HERE'S HOW TO WIN!

In this issue, as a Nintendo Power Super Power Club benefit, Nintendo is giving away up to 500 Super NES Game Paks** as prizes for collecting the winning combination of three Power Trading Cards. Look in the Player's Pulse section in this issue to find the winning combination of the three Power Trading Cards. If you like, you can trade cards with friends to obtain the winning combination.

If you collect the winning combination of three Power Trading cards, send the following to:

Nintendo Super Power Club
P.O. Box 97044
Redmond, WA 98073-9744

1. The winning combination of Trading Cards
2. Your name, address and phone number
3. Your Club Membership number
4. The correct answer to the following question:

Bowser has 4 fingers on each hand.
How many fingers does he have in total?

Entries must be postmarked no later than November 14, 1992, and must be received by Nintendo no later than November 25, 1992. Nintendo is not responsible for lost, late, misdirected, incomplete or illegible entries.

No purchase necessary. Residents of the U.S. and Canada (excluding Quebec) can participate. Employees and immediate families of Nintendo, its affiliates and agents are not eligible to participate. Any Trading Cards that are reproduced, tampered with, altered, or modified or changed in any way, or contain printing, typographical, mechanical, or other errors, or that are obtained through unauthorized channels, are void. Void where prohibited by law, where taxed, or where restricted. To receive a free set of numbered Trading Cards by mail, send self-addressed, stamped envelope, including a hand-written request to the address listed above. Limit one set of numbered Trading Cards by mail per person. No transfer, substitution or cash alternative will be allowed for any prize. All entries become property of Nintendo. Approximate retail value of a Super NES Game Pak is $50; the combined retail value of 500 Super Nes Game Paks is $25,000. All prizes may not be awarded; actual number of prizes awarded based on actual number of winning entries received. Total of Trading Cards for distribution is 4,800,000. Odds of winning are 1 in 1,600. Winners will be notified by mail no later than January 1, 1993. Winners are responsible for all applicable taxes. For a list of winners, available after contest ends, send a self-addressed, stamped envelope, including a hand-printed request to the address listed above.

**The Game Pak will be a Super NES title that may have been used in a Nintendo display at a retail outlet; Game Pak may say "Demo-Not For Resale." Nintendo guarantees that the Game Pak will be in proper working order. The Game Pak title will be chosen by the Nintendo Power staff.

POWER CARD #27

METALSTORM™

DESCRIPTION *A lone warrior in robotic armor stands alone against an army of mechanized terrors! His only chance for survival is his unique ability to reverse gravity in this hot NES action title!*

CHALLENGE *On Stage Seven (password W8L-66Z♥-3R3), beat all seven bosses using only-*

Novice:	*Three lives*
Intermediate:	*Two lives*
Pro:	*One life*

SYSTEM: *NES*
GAME TYPE: *Sci-Fi Action*
# OF PLAYERS: *1*
RELEASED: *2/91*
COMPANY: *Irem*

TM & © 1990 Irem America Corp.

POWER CARD #3

TETRIS™

DESCRIPTION *The original Russian puzzle game that started a worldwide phenomena! Place the rapidly falling blocks to make solid lines and score big points!*

CHALLENGE *How many Tetrises can you make without scoring any single, double, or triple lines?*

Novice:	*Five*
Intermediate:	*Seven*
Pro:	*Ten*

SYSTEM: *Game Boy*
GAME TYPE: *Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *6/89*
COMPANY: *Nintendo*

© 1989 Bullet-Proof Software/Nintendo

POWER CARD #30

F-ZERO™

DESCRIPTION *In the future, races are run on tracks with land mines, magnetic traps, and 500 foot jumps across the great abyss! Now you get to compete with four different vehicles in the fastest driving game of all time!*

CHALLENGE *On Knight League, Mute City I, Beginner Level, how many enemy cars can you destroy before you lose the race?*

Novice:	*One*
Intermediate:	*Two*
Pro:	*Three*

SYSTEM: *Super NES*
GAME TYPE: *Futuristic Racing*
# OF PLAYERS: *1*
RELEASED: *8/91*
COMPANY: *Nintendo*

© 1990,1991 Nintendo

POWER CARD #13

LEMMINGS™

DESCRIPTION *Those adorable Lemmings will jump off a cliff if you don't do something to stop them! Give each Lemming a special ability to guide the rest to safety in the mega-hit PC puzzle game that is now available for your Super NES!*

CHALLENGE *Here's the password to the Sunsoft levels: KCGHCNC. Try to make it through all five stages, self-destructing no more than-*

Novice:	*Two times*
Intermediate:	*One time*
Pro:	*Zero times*

SYSTEM: *Super NES*
GAME TYPE: *Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *3/92*
COMPANY: *Sunsoft*

© 1991,1992 Psygnosis Ltd. © 1992 Sunsoft

POWER CARD #25

DR. MARIO™

DESCRIPTION *Three kinds of viruses are on the loose, and only Dr. Mario and you can stop them! The beastly bacteria meet their match as you direct nine color-coded vitamin capsules into a medicine bottle to wipe them out!*

CHALLENGE *How many matches can you make from putting one vitamin into place-*

Novice:	*Three*
Intermediate:	*Five*
Pro:	*Seven*

SYSTEM: *NES*
GAME TYPE: *Puzzle Action*
# OF PLAYERS: *2*
RELEASED: *10/90*
COMPANY: *Nintendo*

© 1990 Nintendo

POWER CARD #24

ADVENTURE ISLAND™

DESCRIPTION *Master Higgins is on Game Boy! Join the adventuresome castaway as he hops through eight islands of fun and excitement! Four dinosaurs come along on this adventure, each equipped with its own special abilities and ready for action!*

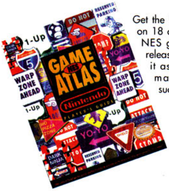
CHALLENGE *How far can you make it on the first level running at full speed without stopping or shooting-*

Novice:	*1-3*
Intermediate:	*1-5*
Pro:	*The Boss*

SYSTEM: *Game Boy*
GAME TYPE: *Comic Action*
# OF PLAYERS: *1*
RELEASED: *2/92*
COMPANY: *Hudson Soft*

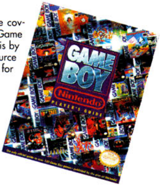
© 1991 Hudson Soft

PLAYER'S GUIDES



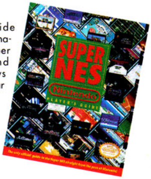
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.



THE place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super NES.

This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

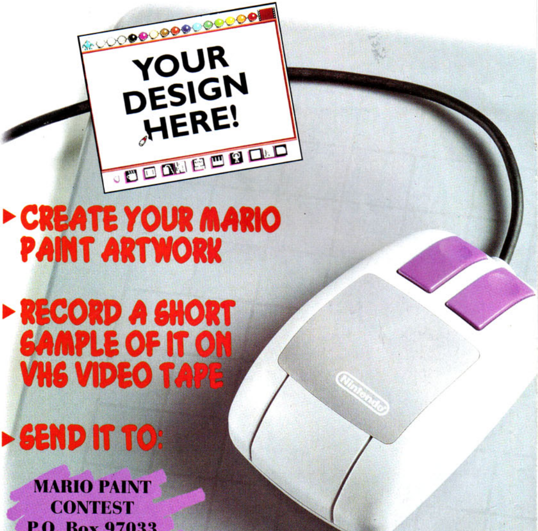


A spectacular game deserves a spectacular guide book. This Player's Guide delivers. It includes everything you would ever want to know about A Link to the Past. It's required reading for all Zelda adventurers.

MARIO PAINT™

CONTEST

Mario Van Gogh? Close, but ... probably not. We're willing to bet that you're more creative. And just to prove that point, we're staging a contest featuring your artwork created on the new Super NES "game" Mario Paint. Create your artwork, record it on VHS videocassette and then send it to us here at Nintendo Power. The most creative entries will be showcased in an upcoming issue. We'll also be giving away Super NES Game Paks to the 16 entrants who submit the best examples.



▸ CREATE YOUR MARIO PAINT ARTWORK

▸ RECORD A SHORT SAMPLE OF IT ON VHS VIDEO TAPE

▸ SEND IT TO:

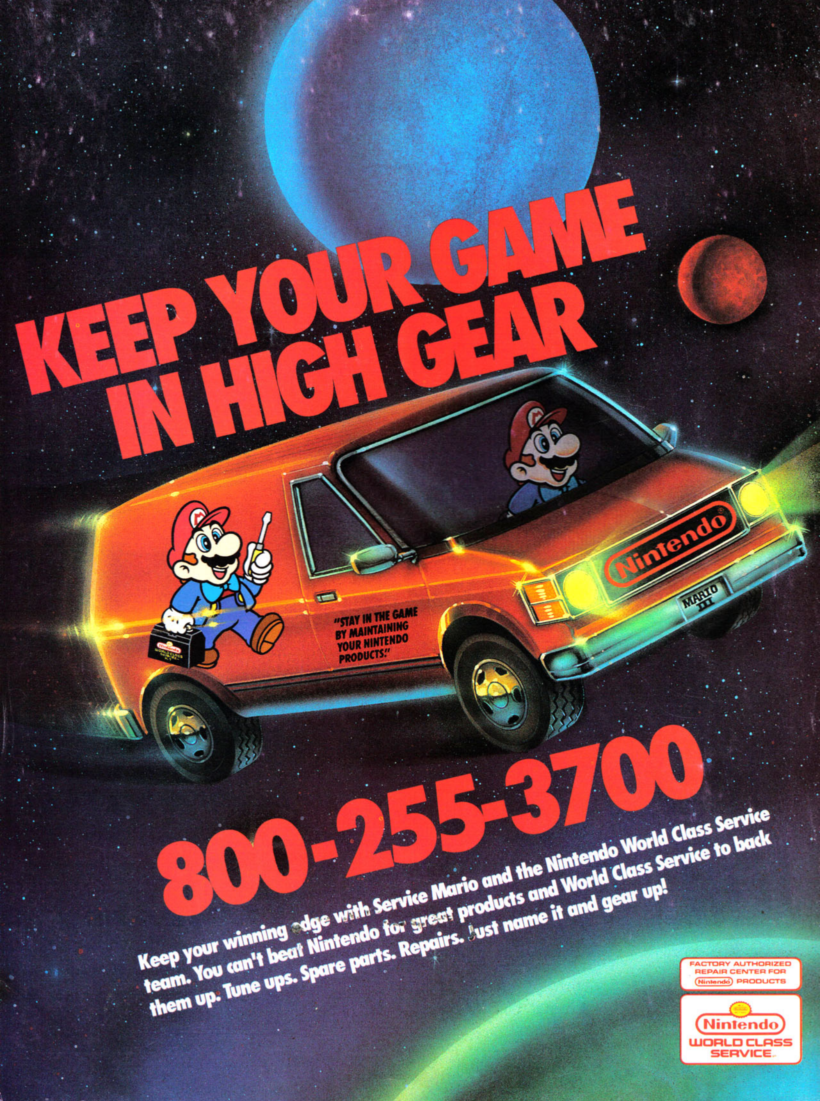
**MARIO PAINT
CONTEST
P.O. Box 97033
Redmond, WA
98073-9733**

MARIO PAINT
SUPER NINTENDO

Pick up **Mario Paint** at your nearest Nintendo dealer and show us your best stuff!

Official Contest Rules:

All entries for the Mario Paint Contest must include the name, address and phone number of the artist. The winners will be selected on or about December 1, 1992 by the Nintendo Power staff. One Grand Prize winner will receive 5 Super NES Game Paks. Fifteen runners-up will receive one Super NES Game Pak. All prizes will be awarded. There will be no substitutions. By acceptance of their prizes, winners consent to the use of their names and artwork on behalf on "Nintendo Power" magazine and Nintendo of America without further compensation. All entries received become the property on Nintendo and cannot be returned. This contest is not open to employees of Nintendo, their affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.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